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PROUDLY PRESENT

C3 CON

Philippine RAGNAROK ONLINE RPG
level-up-games.com
fantastic cave Comodo

THE SECOND PHILIPPINE
COMICBOOK, GAMING & ANIMÉ
CONVENTION
2003

FREE PREMIUM GIFT GIVEAWAYS TO EARLY ATTENDEES!!!

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December 13 & 14, SM Megatrade Hall 2

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EVENTS • J-POP • FAN FEATURE • COMICBOOK REVIEW • C3CON UPDATE

COM

CULTURE CRASH

THE PHILIPPINES' PREMIERE COMIC MAGAZINE

Php85 ISSUE 13

KUBORI KIKIAM PIZZARELLA

FAN FEATURE COMIC: Team MATAR

HOW TO COSPLAY: Cosplaying Guide by Gundam Girl's Costume Maker.

HOW WE DRAW 13: IQ40's Tips and Pointers on Drawing in Perspective

9 770115 593803
ISSN 0115-5938

FREE!!! DOUBLE-SIZED KUBORI KIKAY POSTER INSIDE!
PLUS!!! EXCLUSIVE RAGNAROK COMODO MAP & SKILLS GUIDE

ALSO IN THIS ISSUE:
ONE DAY ISANG DIWA
PASIG
CAT'S TRAIL

THE NIGHTMARE BEFORE CHRISTMAS

Hopefully you'll be reading this before this year's C3 Con which we have dubbed the Philippine Comic Book, Gaming and Animé Convention 2003.

Although politics, complications and other harrowing experiences have resulted in the very late release of this issue, (hence the editorial title) we still hope that you find some of the info useful and interesting, especially the spotlight on cosplaying. Of course we also hope that you will be able to attend the C3 Con this year on Dec. 13-14 at the SM Megatrade Hall 2.

A particularly cool flavoring for this year's C3 is that it is being held in cooperation with Level-Up Games, the people behind the Philippine Ragnarok phenomenon. They will be launching the Comodo patch during the event! In addition, the people responsible for organizing the Philippine Toy Convention has also teamed up with us, translating to the assured availability of cool merchandise and toys galore! If you're planning to do any cool Christmas shopping we suggest no other place than the con itself!

Of course the best things in life are free, so we are trying our best to collect as much cool stuff from participants as we can to give premium gift items to early attendees! We have a few special items ourselves, but I won't give away the surprise just yet!

Along with the past year's contests, like the character drawing contest, choreographed fight-scene, Best Independent comic, we have some new cool contests like the best short film, the Kubori speed eating contest and the Pasig shooting contest.

Hey by the way, we've unlocked that character from last issue! It's none other than Ryan Orosco! Our guest artist for this issue's ODID! You might all be familiar with his previous work on the revitalized Darna series. We'd also like to welcome Frances Tampinco, our new managing editor to the staff!

Wow, the CC Family sure is growing! Hopefully if things go as planned, we'll be growing further next year! So to family and growth, may we all have a great time at the C3 and a have fine holiday! Oh and I hope you like this issue too!

Jescie James L. Palabay
Publisher/Editor-in-chief

CULTURE CRASH STAFF

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(*Cat's Trail* Creator / Writer / Artist)
Taga-Ilog
(*Pasig* Creator / Writer / Artist *
KK Co-Creator / Co Artist)
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Robi Villagracia aka Evil Groobs
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(Layout Artist - *ODID* Colorist)
Mark Navarro
(Outgoing Managing Editor)

Introducing
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(*ODID* Artist)
Frances Tampinco
(Incoming Managing Editor)

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KAILAN PA 'TO?
UMALIS SI SELMA NG MGA TANGHALI PERO ALAS-SINGKO KO NA NAKITA YUNG SUGAT.
UMALIS SIYA NUNG KUMAIN AKO.
PASENSYA NA GANI, KUNG NAKITA KO LANG YUNG SUGAT...
152
153
154
KUBORI
KIKIAM
Great Balls of Fire
Part 3: Pizzarella
Created by Alfredo
Story & Kikiam by Tiga Kanal
Fishballs & Squidballs by Taga-Ilog
Colors by Jon Zamar & Tiga Kanal

UHM, EXCUSE ME, KAYO PO BA YUNG FATHER NI ARGEL?
HINDI.
NINONG.
MAGANDA PO YUNG PAGTANGGAP NG KATAWAN NIYA DOON SA GAMOT. NAKOKONTROL NA YUNG SEIZURES AT MUSCLE SPASMS.
STABLE NA HO SI ARGEL PERO KAILANGAN PA NATIN SIYANG OBSERBAHAN FOR AT LEAST THREE DAYS BAGO SIYA PUEDENG UMUWI.

DELIKADO KASI SA TETANUS, PWEDENG MAAPEKTUHAN YUNG PAGHINGA, PAG-IHI, PATI BOWEL MOVEMENT.

PAANO PO BA UHIT NAKUHA NI ARGEL YUNG SUGAT NIYA?
HABANG NAGLALARO.

HINDI YATA NAPANSIN NUNG NANAY EH.
JUNKSHOP NASUNOG
3 Tomador pinatay sa tuka.

KUNG TUTULISIN MADALI TALAGANG MAKAKUHA NG TETANUS DAHIL MATATAGPUAN SIYA SA MGA COMMON NA LUGAR TULAD SA LUPA AT MAKAKALAWANG NA GAMIT.

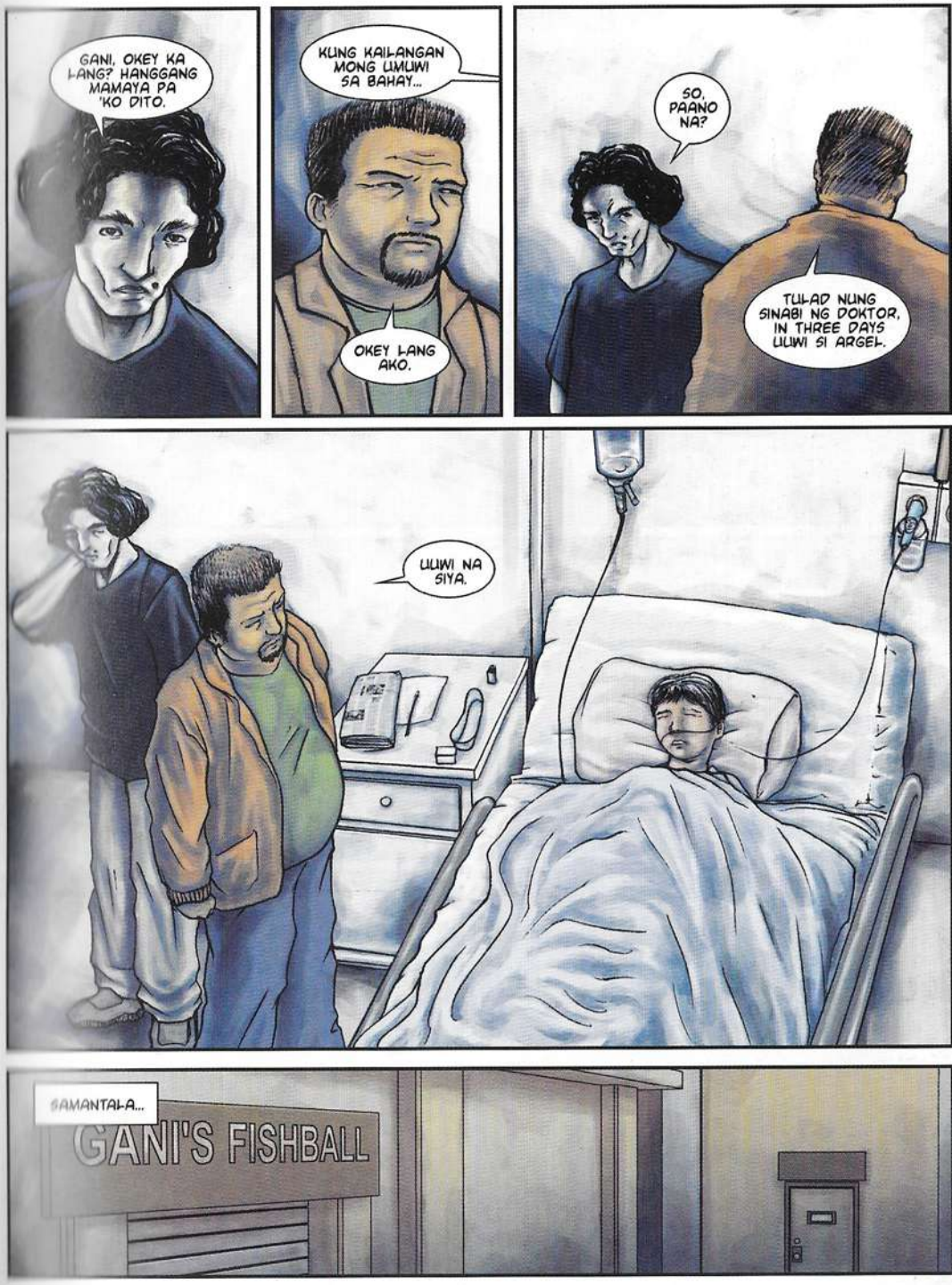
WELL, SIGE PO. IIWAN KO MUNA KAYO AT ICO-CONTINUE NALANG NATIN YUNG ANTI-BIOTICS.
KAYO NA PO'NG MAGSABI SA MGA MAGULANG NI ARGEL.

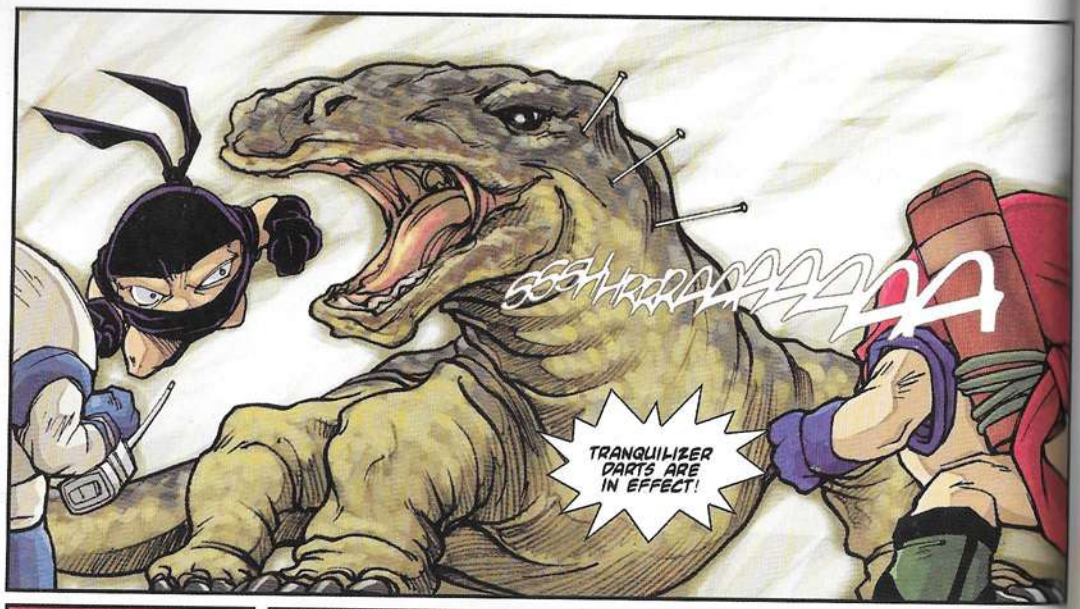
GANI!
HUH?

ARGEL?
GANI, SAAN NA SI PAPA?

LUMABAS LANG, ARGEL, BABALIK DIN 'YON. MAY LAKAD KAYO DIBA?
TALAGA! KAIN KAMI NG KEYK!
KAKAIN? EH MALAKAS ANG ULAN SA LABAS AH.

O, DOON KA MUNA KAY KUYA EDWARD.
KUYA, 'NONG GINAGAWA MO?
NAGLULUTO SA MICROWAVE.
AYAW.
HALA, SINIRA MO!
SINIRA MO YUNG KROWEYB.
MICROWAVE! AYLIN DI PALA NAKASAKSAK.
GANITO LANG 'YAN.
KRATHOOM!
KZ-SPAK
UY!
'LANGYA, BROWN-OUT.
LAGOT, SINIRA MO YUNG KROWEYB. PATI ILAW.
KUMIDLAT! DI 'KO SINIRA.
GANI TULONG!
JOHN!
GANI'S FISHBALL
GANI TULONG!


GANI, OKEY KA LANG? HANGGANG MAMAYA PA 'KO DITO.
KUNG KAILANGAN MONG UMUWI SA BAHAY...
OKEY LANG AKO.
SO, PAANO NA?
TULAD NUNG SINABI NG DOKTOR, IN THREE DAYS ULIWI SI ARGEL.
ULIWI NA SIYA.
SAMANTALA...
GANI'S FISHBALL


SSSSHRRRAAAAAA
TRANQUILIZER DARTS ARE IN EFFECT!

NINJA BALLS RESTRAIN TARGET!

SWISH!

WOOSH!
WOOSH

ISANG BATALYONG FISHBALLS NA MAY KASAMANG GODZILLA... [illegible] ANONG GAGAWIN KO?

TEKA, KAMUSTA NA KAYA YUNG DALAWA? MASILIP NGA.

[illegible] GALING AH! YUN YUNG GINAWA SA 'KIN. MAPORMA.
DO NOT AGITATE NORIO!

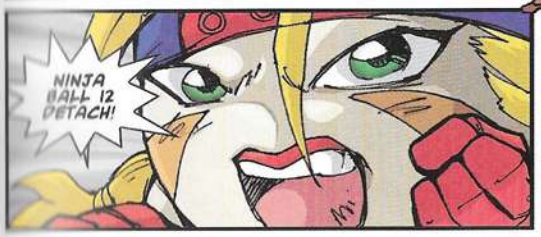
HOY MGA [illegible] MUKHANG BUSY KAYO DIYAN AH!

[illegible] RALF PAKILALA MO NAMAN AKO SA SYOTA MO! GANDA!

MISS, SUPOT YANG SI RALF! KAY TALIYA KA NALANG!

HMM, KAYA KAYA 'TO NG DODON CATAPULT?

HINDI!


NINJA BALL 12 DETACH!

SLAM

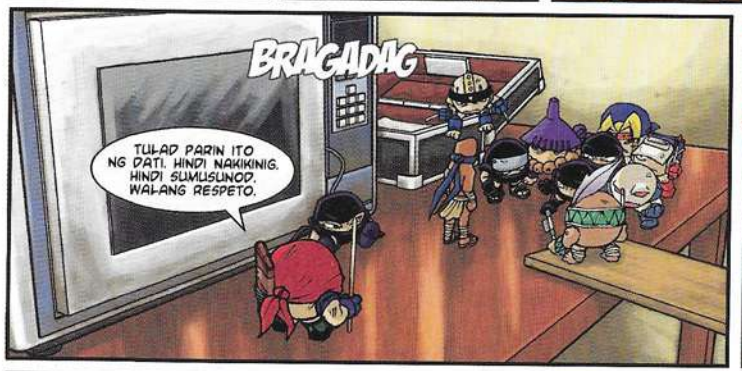
YOU CAME BACK. IT'S NOT LIKE YOU TO COME BACK.

OH I'M SORRY, YOU'RE NOT ACCUSTOMED TO ENGLISH.

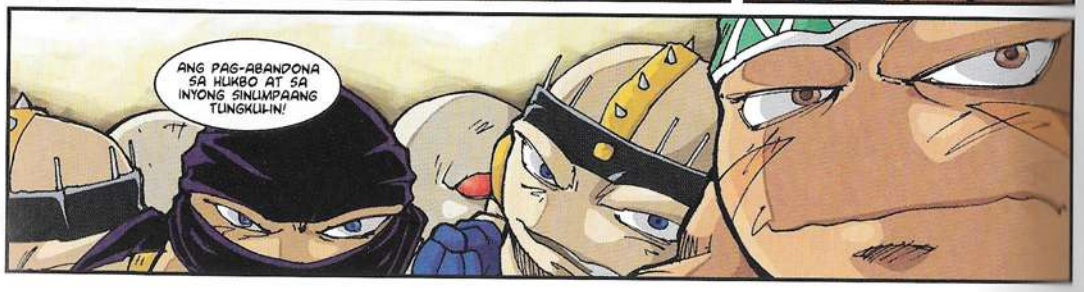
SIGE. MAGTA-TAGALOG AKO. KAMUSTA ANG PAGIGING SIBILYAN, DODON?

RALF [redacted] KA TIGILAN MO KO NG [redacted] MO! KUNG GUSTO MO NG AWAY LUMAPIT KA LANG!

[redacted] SIMPLENG TANONG HINDI MASAGOT NG MAAYOS!


BRAGADAG
TULAD PARIN ITO NG DATI. HINDI NAKIKINIG. HINDI SUMUSUNOD. WALANG RESPETO.

KAHIT SA DAMI NG IPINAGKALOOB SA INYO NI GENERAL SALONGA ANO ANG ISINUKLI NINYO?!


ANG PAG-ABANDONA SA HUKBO AT SA INYONG SINUMPAANG TUNGKULIN!

HOY [redacted] UNA AY WALA AKONG SINUMPAANG TUNGKULIN, PANGALAWA, WALA KANG [redacted] PAKE KUNG UMALIS KAMI!

EH DI SIGURO WALA DIN KAYONG PAKIALAM KUNG TATAPUSIN NA NAMIN ANG KATANGI-TAN GING ALPHA UNIT?

[redacted]! 'TONG TAPUSIN MO!

BRAGADAG-ADAG!
O RALF, SYOTA MO NAGWAWALA NA! [redacted] NA DAW KAYO!

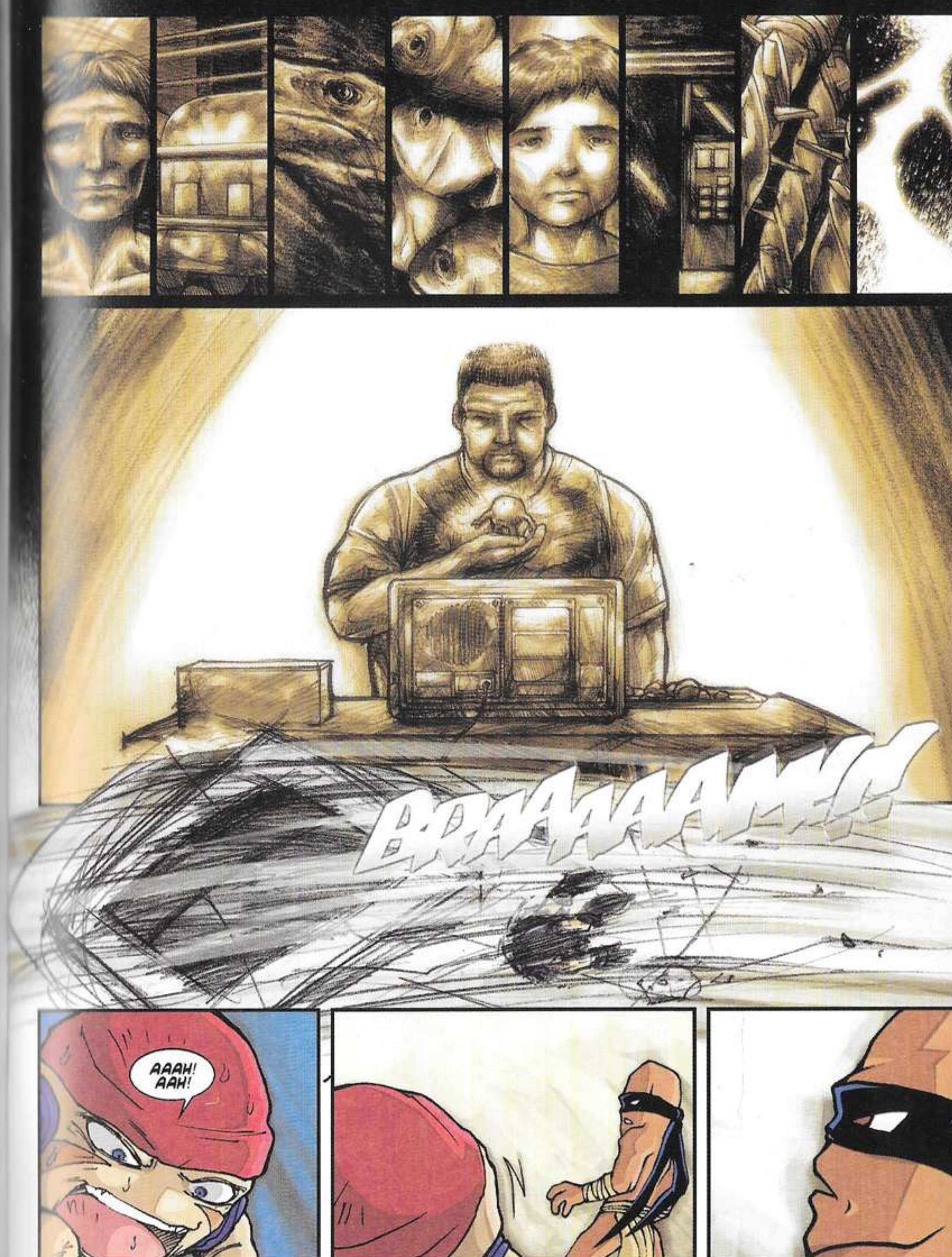
TSH, WALANG PATUTUNGUHAN 'TO! DODON, HUMANDA NA KAYO!

HEH! TAPOS KA NA!

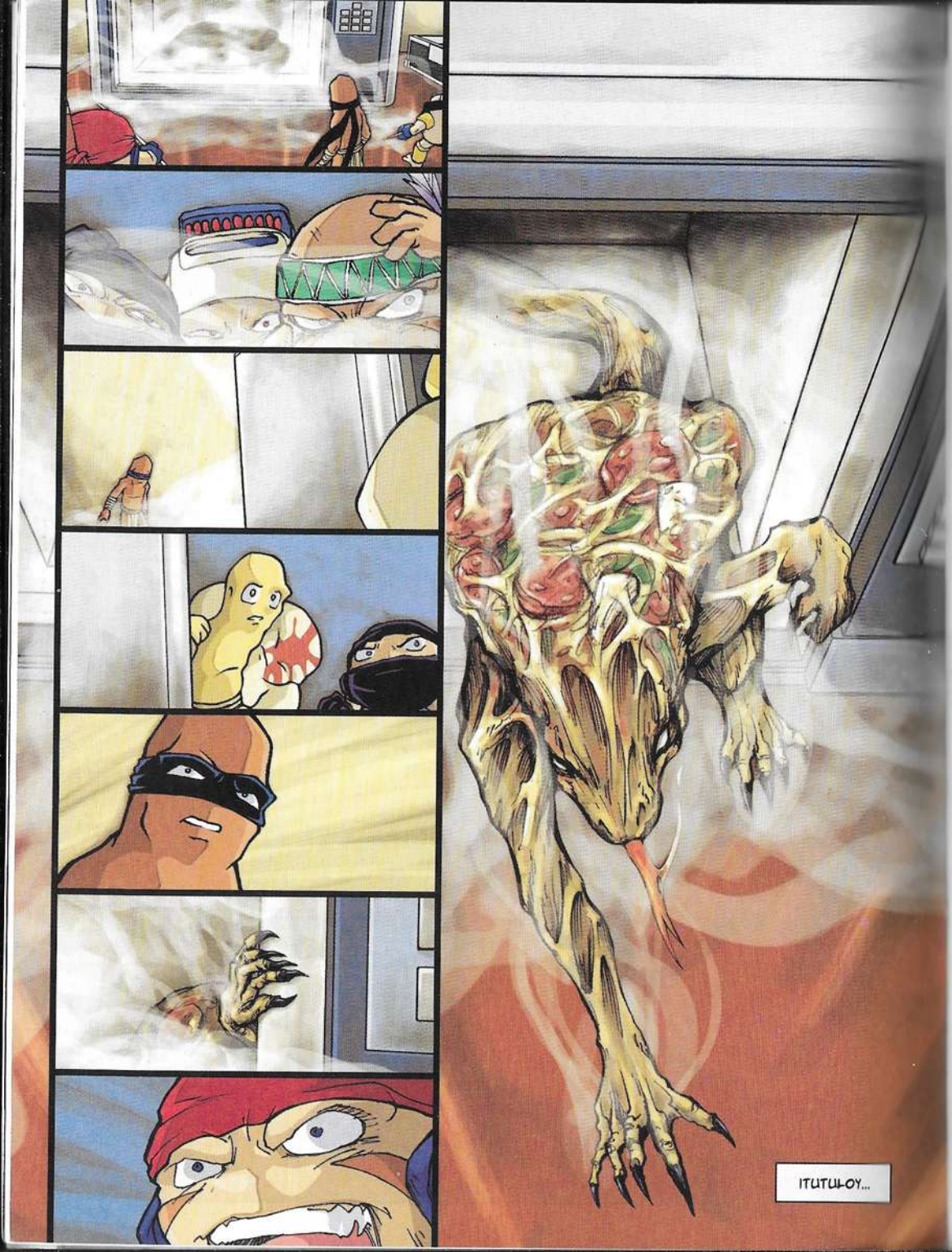
[redacted] TUMAHIMIK KA!
BLAG!

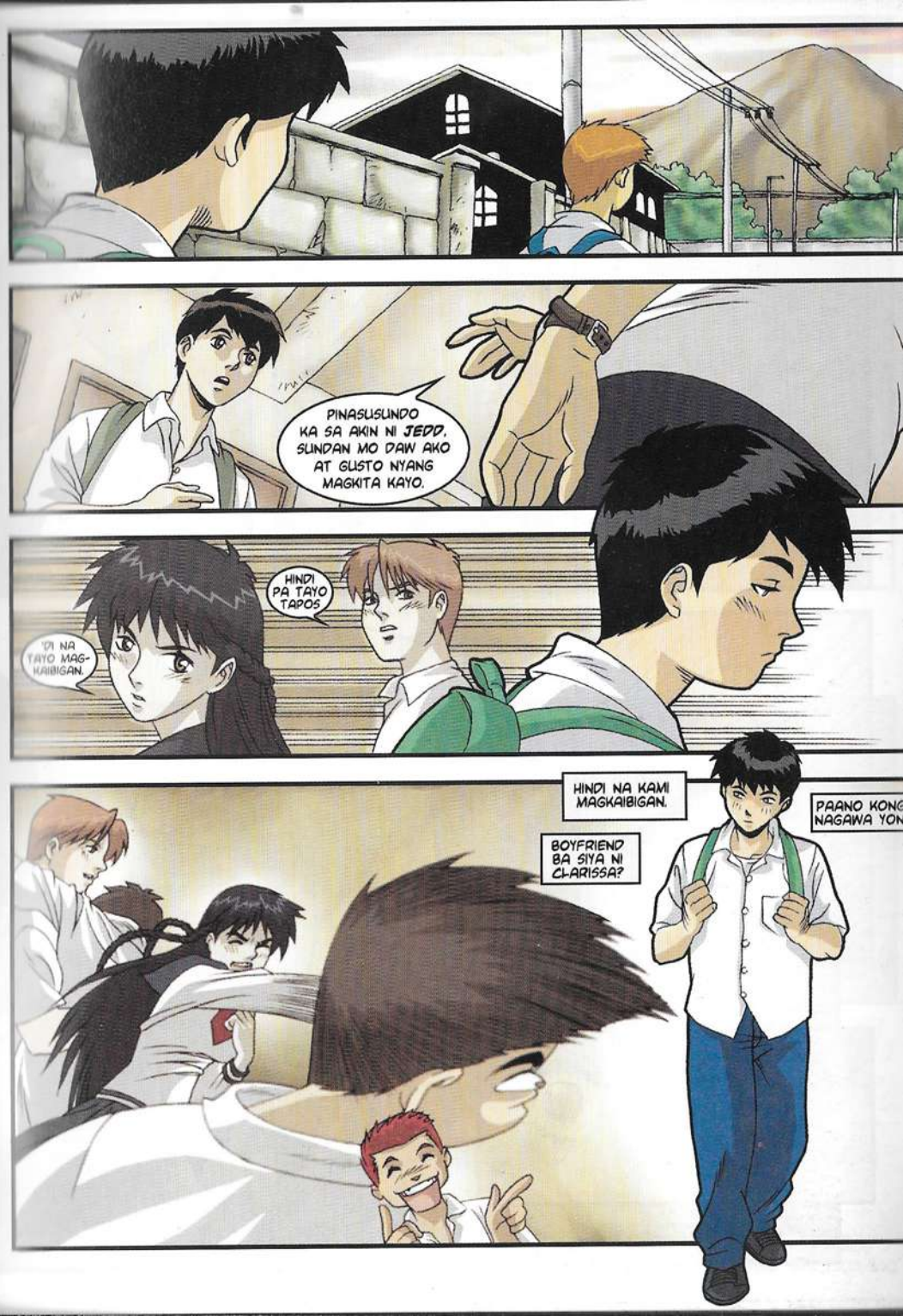
DIT!
START
00

KZ-SPAK
VNNMMMMMMMMMMMMMM
AEEEEEEEEEERRRGH!
O RALF, WALA PA 'KONG GINAGAWA. HUY!!!
AYUS! GALING KO!
EH?
SPRACK
00
VRRRMMMMMMMCIM



BRRAAAAAAM!!
AAAH! AAH!


ITUTULOY...

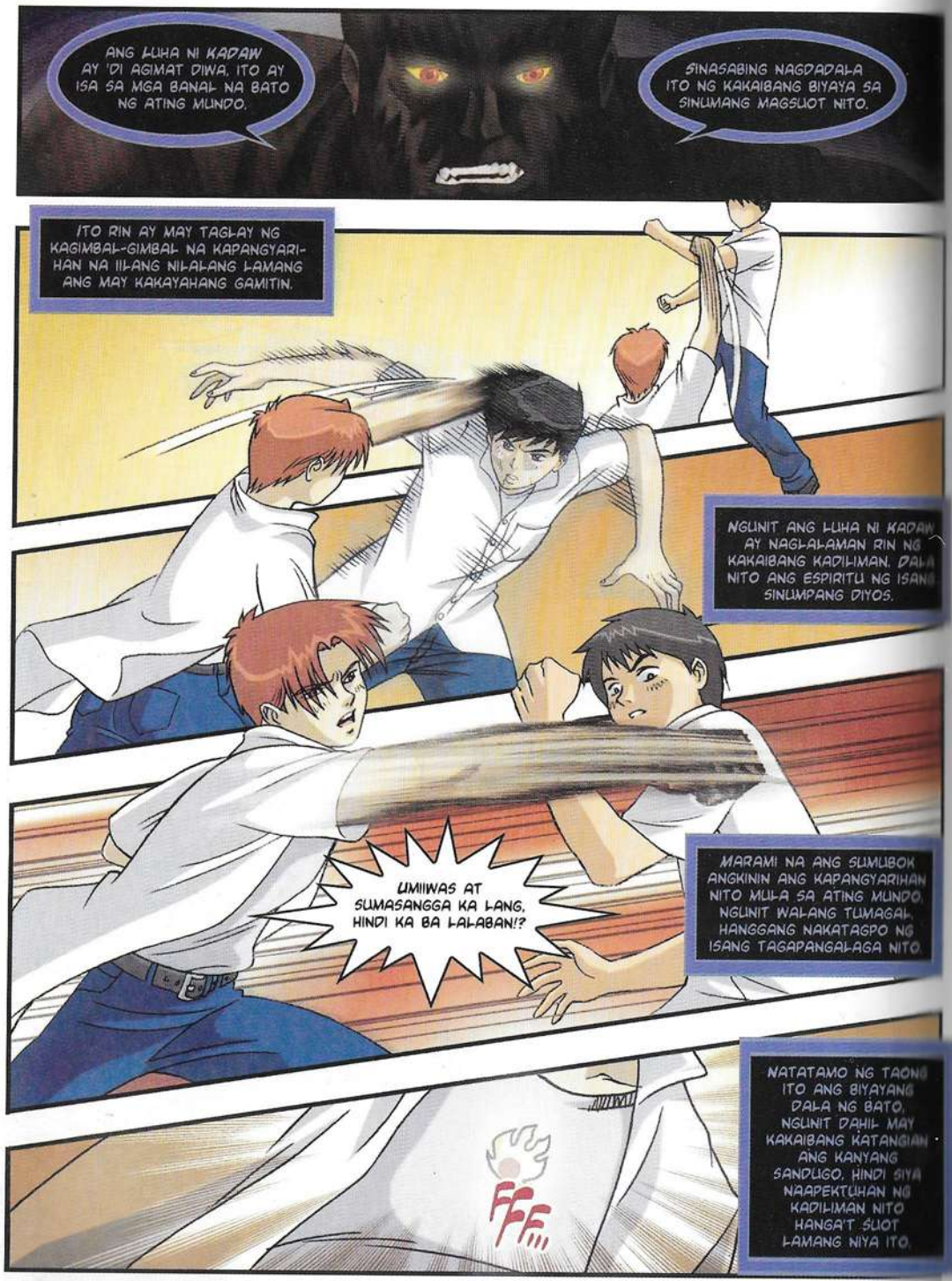

PINASUSUNDO KA SA AKIN NI JEDD. SUNDAN MO DAW AKO AT GUSTO NYANG MAGKITA KAYO.
HINDI PA TAYO TAPOS
'DI NA TAYO MAG-KAIBIGAN.
HINDI NA KAMI MAGKAIBIGAN.
BOYFRIEND BA SIYA NI CLARISSA?
PAANO KONG NAGAWA YON

NANDITO NA TAYO.
PUMUNTA KA NA LANG SA LIKOD NG BAHAY. HINIHINTAY KA NA NI JEDD.
JEDD, HANUSTA SI ELARI...
JUN, ISANG BESES KO LANG 'TO SASABIHIN, HINDI KITA PINATAWAG PARA MAG-USAP. IHANDA MO SARILI MO.
'DI AKO MAKIKIPAGLABAN SA YO, JEDD...
KUNG IYO...
WAAP!!!
One Day, Isang Diwa
"LUHA NI KADAW" Pt. 1
Story: J. L. Palabay
Guest Artist: Ryan Orosco
Colors: Jon Zamar and Taga-ilog

SAMANTALA...
SI KUMALARONG AY ISANG MAHARLIKANG SUNDALO NG KADILIMAN DIWA. KILALA SIYA SA ATING MUNDO TINALO MO SIYA?
LET ME OUUUUTTTT!!! MOMMYYYYY!!!!
BUT OF COURSE! HIHI! SISIW!!! HETO PO SIYA GINOO. GINAMIT KO PO ANG KAPANGYARIHAN NG AKING BRASAL UPANG IKULONG SIYA.
MAGALING ANAK! NGUNIT PANANDALIANG SOLUSYON LAMANG YAN. DELIKADO PAGKA'T HINDI PA RIN NATIN ALAM ANG TUNAY NA KAKAYAHAN NG IYONG BRASAL*
PAANO PO KAYA N'YA AKO NATAGPUAN?
DIWA, HINDI KO ALAM. ISA SA KAPANGYARIHAN NG IYONG BRASAL AY IKUNUKUBLI KA SA MGA TULAD NATIN, KAYA'T 'DI MADALING NARARAMDAMAN NG MGA GAYA NATIN ANG IYONG PRESENSYA.*
ITO'Y MAHUSAY NA REGALO NG IYONG MGA MAGULANG MULA NUONG IKA'Y PINAGKATIWALA SA AKIN MULA NG IYONG PAGKASANGGOL.
PANGALAWANG BESES NA TAYONG NAGKAPROBLEMA NG GANITO. DAPAT KANG MAG-INGAT DIWA. MAARING MANATILI KA MUNANG MULI SA AKING PILING KUNG IYONG NANAISIN.
GINOO, ANG AKING TUNAY NA MGA MAGULANG...
DIWA ALAM KO. NGUNIT ALAM MO RIN ANG KALAGAYAN MO SA ATING BATAS. MAARING DUMATING ANG PANAHON NA MAARING MALAMAN MO NA ANG LAHAT TUNGKOL SA IYONG MGA TUNAY NA MAGULANG. NGUNIT SA NGAYO'Y DAPAT MO NA LAMANG MALAMAN. NA IKA'Y KANILANG MAHAL NA MAHAL.
NAIINTINDIHAN KO PO.
HETO NGA PALA PO 'YONG KUWINTAS NA NAIS KO RIN IKUNSULTA.
A-ANG LUHA N KADAW!!!

TAYO JUN!
TEKA, TEKA, PAKILUSAP, HINDI KO SINASADYA ANG NANGYARI
ANO?!?
MAGSORRY KA! HINDI MO SINASADYA! HINDI MO GINUSTO!
UH.. HINDI KO SINASADYA, HINDI KO GINUSTO ANG NANGYARI!!!
OWWSSS??? YOU DIDN'T LIKE THE KISS?
UH... WELL, ACTUALLY, NAGUSTUHAN KO PALA PERO HINDI KO TALAGA AHH.. HINDI ANO..
UMM HINDI MASARAP! HINDI, TEKA, MASARAP HALIKAN SI CLARISSA UHH.. PERO ANO...
WE'RE DEAD PARE
EXCUUSE ME, AS IF IT WAS ALL MY FAULT.
FWAP!
DHUD!!

LUMABAN KA!!!
LABAN!!!
LA...



ANG LUHA NI KADAW AY 'DI AGIMAT DIWA, ITO AY ISA SA MGA BANAL NA BATO NG ATING MUNDO.

SINASABING NAGDADALA ITO NG KAKAIBANG BIYAYA SA SINUMANG MAGSUOT NITO.

ITO RIN AY MAY TAGLAY NG KAGIMBAL-GIMBAL NA KAPANGYARIHAN NA IILANG NILALANG LAMANG ANG MAY KAKAYAHANG GAMITIN.

NGUNIT ANG LUHA NI KADAW AY NAGLALAMAN RIN NG KAKAIBANG KADILIMAN. DALA NITO ANG ESPIRITU NG ISANG SINUMPANG DIYOS.

UMIIWAS AT SUMASANGGA KA LANG, HINDI KA BA LALABAN!?

MARAMI NA ANG SUMUBOK ANGKININ ANG KAPANGYARIHAN NITO MULA SA ATING MUNDO. NGUNIT WALANG TUMAGAL. HANGGANG NAKATAGPO NG ISANG TAGAPANGALAGA NITO.

FFF...

NATATAMO NG TAONG ITO ANG BIYAYANG DALA NG BATO. NGUNIT DAHIL MAY KAKAIBANG KATANGIAN ANG KANYANG SANDUGO, HINDI SIYA NAAPEKTUHAN NG KADILIMAN NITO HANGA'T SUOT LAMANG NIYA ITO.

NGUNIT KUNG MAGAGAMIT NG TAGAPANGALAGA ANG KAPANGYARIHAN NITO, SIYA'Y MANGANGANIB SA KADILIMANG TAGLAY NG BATO, PAGKA'T DALA NG KAPANGYARIHAN ANG TUNAY NA ESPIRITU NG SINUMPANG DIYOS.

HINDI KITA LALABANAN JEDD.

HINDI ITO NARARAPAT NA MAGANAP.

FFFFFRRSSSSHHKKKRSSSHH!!!!!

HINDI!

FWOOOM!!!

FSSSHOOOOMMM!!!

HINDI MO DAPAT ITO HAYAANG MAGANAP.

KRAAAKKSSSHHHNNN!!!

SHRRRKKRRAAAKAKRAA

!

A ANONG?!?

JEDD, MAKINIG KA, 'WAG KANG MAG-ALALA, KAPANGYARIHAN MO 'YAN.

PAREHO TAYONG MAY KAPANGYARIHAN, KUNG HINDI SANA'Y TAPOS MO NA AKO KANINA.

ITIGIL NA NATIN 'TO. MAG-USAP TAYO AT HAYAAN MO AKONG IPALIWANAG SA IYO.

PAREHO TAYONG ME KAPANGYARIHAN?

OO

PASIG

IKA-13 NA KABANATA:
HALIMAW

Story & Art by Taga-Ilog
Flats by: Jon Zamar

ANO'NG IBIG SABIHIN MONG NALIBOS? MAHIGIT ISANDAANG TAUHAN ANG PINADALA NATIN DOON AH?!
PWE! BAKA SIRA LANG RADYO NILA. HINDI NAMAN SIGURO GAN'UNG KAHIRAP TAPUSIN ANG ISANG TILAP NG MGA ESCLABO, DI BA?
WALA NA RAW SUMASAGOT SA MGA RADYO NILA... KAYA NGA TAYO PINADALA PARA MAG-IMBESTIGA.
MGA KALABAN... KAILANGAN KO SILANG ILAYO.
BILISAN N'YO DIYAN BAKA ABUTIN PA TAYO NG DILIM.
PAALAM NA SA IYO, AKING KAPITAN.
BKAM! BKAM! BKAM! BKAM!
POW! POW! POW!

BKAM! BKAM!
SKKT
HHHFFHFF
!!

K-TNK
AAAAGGH!!
RENNO! UMALIS KA NA DITO BILIS!
KUYA!
NNGGHHH!!

WHPP
HUH?!
FP

SHH
SHH

ANAK NG-!!!

!!!
SHWOOO

SHHH

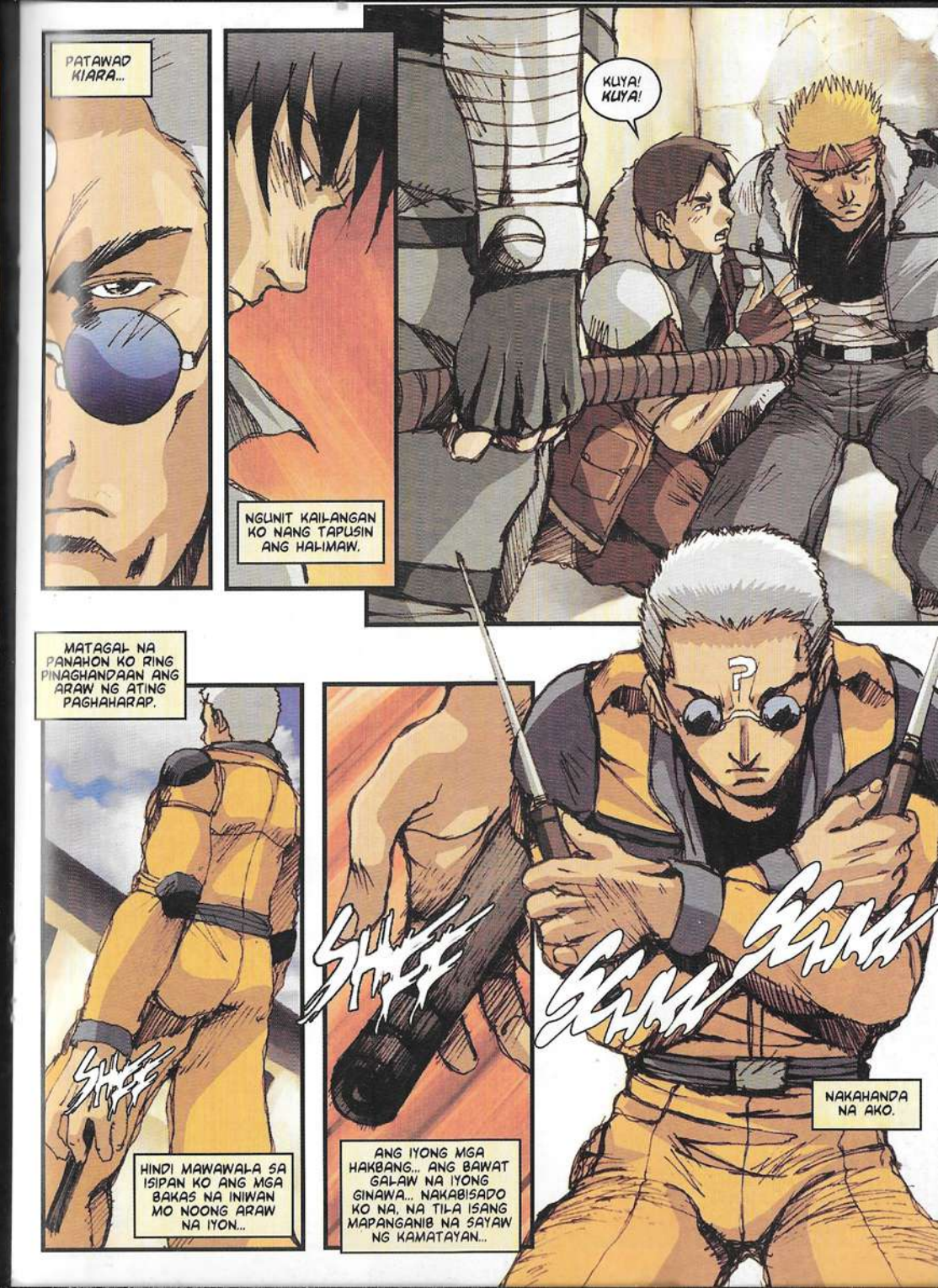
TULAD NG INA-ASAHAN... WALANG LABAN ANG TAONG BAKAL SA KAPITAN.

MASUWERTE PA NGA ANG ISANG ITO AT HUMIHINGA PA SIYA...
...DI TULAD NINA MAX...

... ALAM KONG IKAW ANG PUMASLANG SA IBA PA NATING KASA-MAHAN, NGUNIT, MAY BUMABAGABAG PA RIN SA AKING ISIPAN.

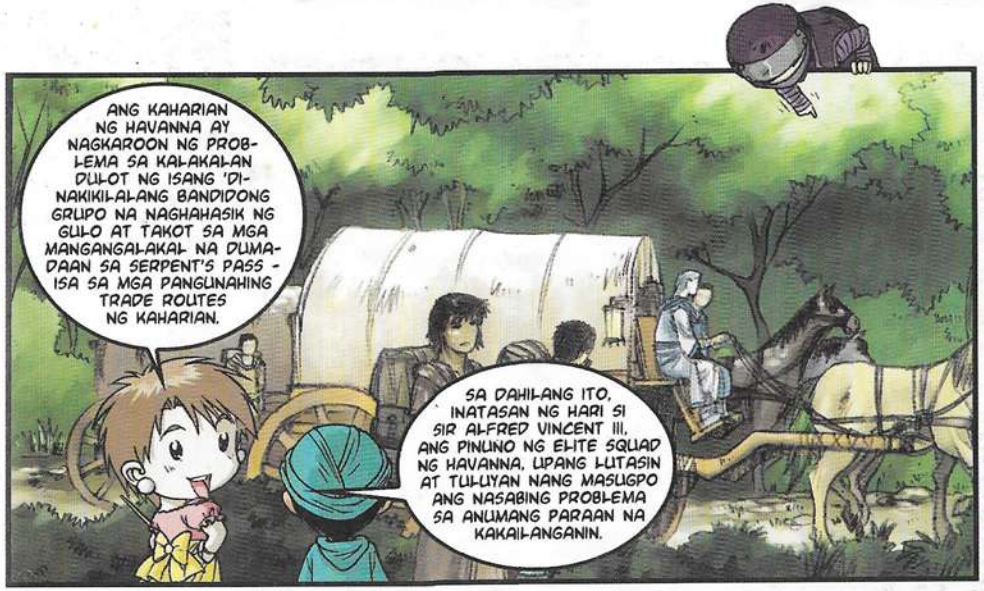
KIARA.

NASA'N ANG KAPITAN?
ALAM KONG PAGHIHIGANTI ANG PAKAY MO SA KANYA NGAYON...
PAKILUSAP, ELIAS. HUWAG MO NA SIYANG HANAPIN...
NGUNIT KUNG NAIS MONG MAGPATULOY... KAILANGAN MO MUNA AKONG LABANAN...
DAHIL HABANG NABUBUHAY AKO, HINDI KO HAHAYAANG MAY MANGYARI KAY DANTE!
HINDI KITA LALABANAN KIARA... MASYADO NANG MARAMING DUGO ANG DUMANAK SA ARAW NA ITO.. IPINAPANGAKO KO, HINDI KO NA KAYO GAGAMBALAIN PANG MULI.
SALAMAT ELIAS. MARAMING SALAMAT.


PATAWAD KIARA...
NGUNIT KAILANGAN KO NANG TAPUSIN ANG HALIMAW.
KUYA! KUYA!
MATAGAL NA PANAHON KO RING PINAGHANDAAN ANG ARAW NG ATING PAGHAHARAP.
HINDI MAWAWALA SA ISIPAN KO ANG MGA BAKAS NA INIWAN MO NOONG ARAW NA IYON...
ANG IYONG MGA HAKBANG... ANG BAWAT GALAW NA IYONG GINAWA... NAKABISADO KO NA. NA TILA ISANG MAPANGANIB NA SAYAW NG KAMATAYAN...
SHFF
SHFF
NAKAHANDA NA AKO.

PAALAM NA SA 'YO KAPITAN!

ITUTULOY...



GATOS TRAIL

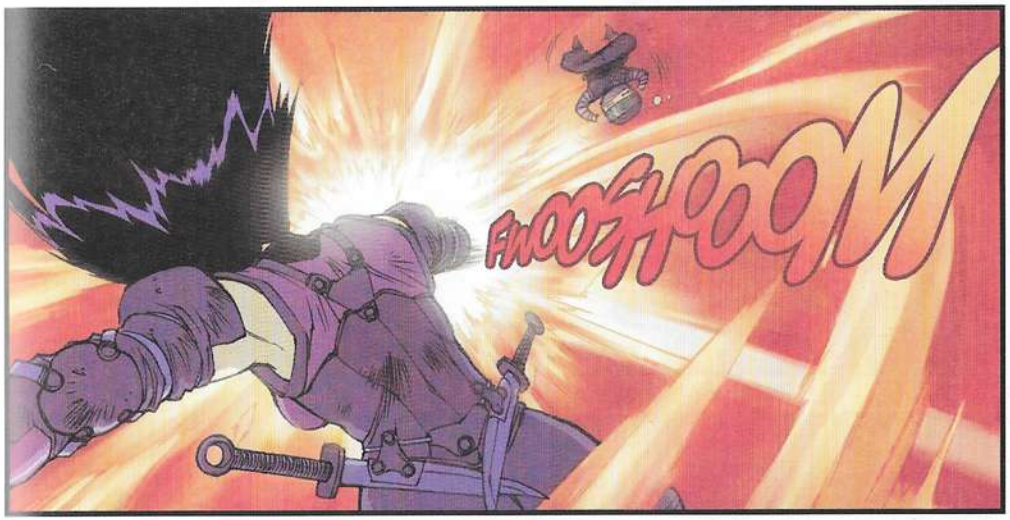
Episode 13: ANG BITAG

Story: E. A. Damaso & M. C. S. Damaso

Art: E. A. Damaso

Colors: Robi

Assists: Taga-Ilog



*HINDI TYPO. TALAGANG SADYA.

MAGSINDI KA DAW DITO NG SULO SABI NI SARHENTO. DALHIN MO 'YUNG MGA KABAYO DUN PARA MAKAPAHINGA.

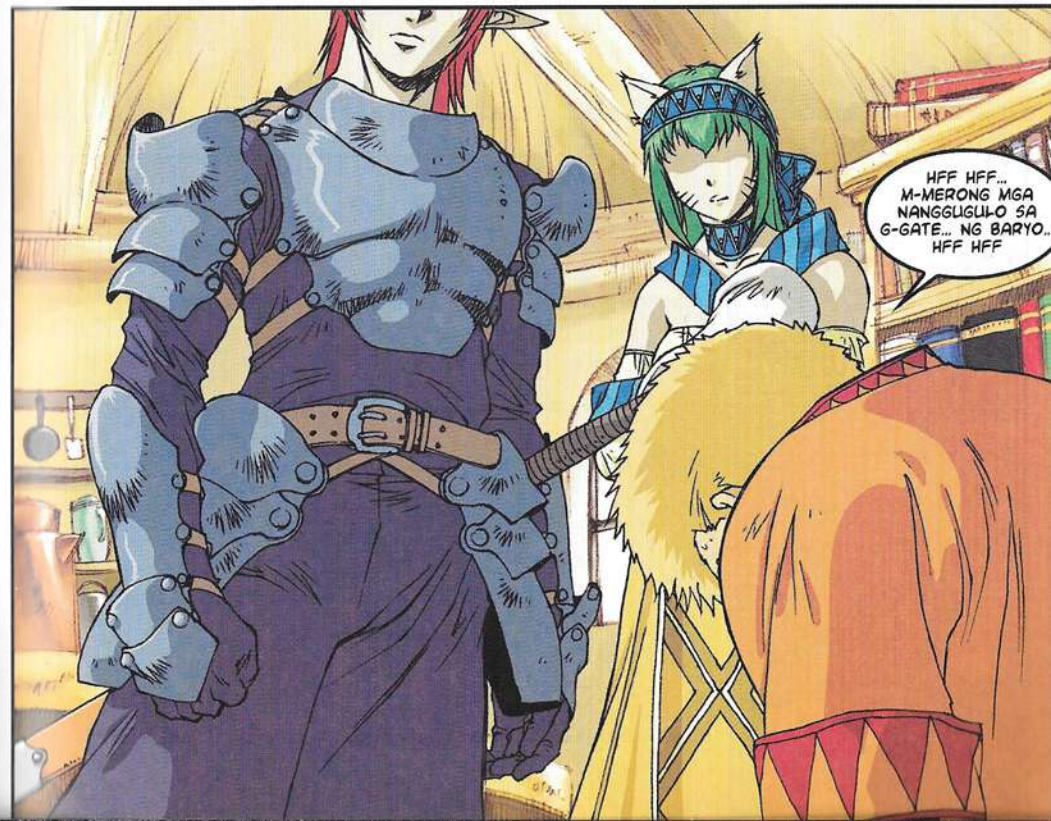
PAGTAPOS MO D'YAN MAY PAGPUPULONG DAW TAYO SA WAGON 3.
NO PROB. SUSUNOD NA 'KO.

UUUUUUNNNNGGG...

HFF
HFF
HFF
HFF
HFF

HFF
HFF
HFF
HFF
HFF

MAY MGA HALIMAW NA NANGGUGULO SA LABAS!!! HFF HFF HFF


HFF HFF... M-MERONG MGA NANGGUGULO SA G-GATE... NG BARYO.. HFF HFF

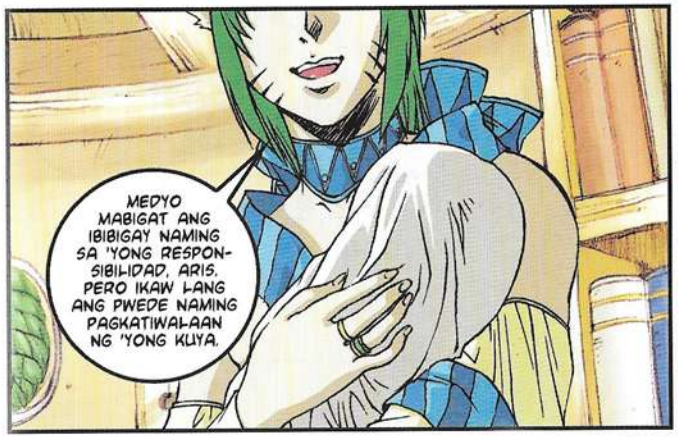
NNGRAAAAAH!!
RAAAHHRRR!!
BRASSHHHH!!!
AAAAAAAAAHHHHHHH!!

NAKUP! LUMALAPIT NA DITO ANG MGA HALIMAW NA 'YUN!

PA'NO NA 'YAN KUYA? ANO'NG GAGAWIN NATIN?

HUMINAHON KA LANG. HUWAG KANG MAG-ALALA'T MERON KAMING IMPORTANTENG IBIBILIN SA 'YO.

PAKINGGAN MO KAMI NANG MABUTI HA? ISANG BESES LANG NAMING 'TO MASASABI SA 'YO...


MEDYO MABIGAT ANG IBIBIGAY NAMING SA 'YONG RESPON-SIBILIDAD, ARIS. PERO IKAW LANG ANG PWEDE NAMING PAGKATIWALAAN NG 'YONG KUYA.

IPAGKAKATIWALA NAMIN SA 'YO ANG AMING ANAK, ARIS...

AALAGAAN MO SIYA NANG MABUTI HA? ITURING MO NA PARANG SARILI MONG KAPATID. MAGA-GAWA MO BA 'YUN PARA SA 'MIN?
PANASAMANTALA MUNA KAMING MALALAYO SA 'YO ARIS. NATATANDAAN MO NAMAN ANG TINURO KO SA 'YONG LIHIM NA DAAN PALABAS NG BARYO 'DI BA? 'DUN KAYO DADAAN PARA HINDI KAYO MAHABOL NG MGA HALIMAW.
O-OO ATE. SISIKAPIN KONG ALAGAAN SIYA S-SA ABOT NG AKING MA-MAKAKAYA... P-PERO HINDI NA BA KAYO SASAMA SA 'KIN? PWEDE TAYONG TUMAKAS PAALIS...

KUNIN MO DIN 'TO. MAGAGAMIT MONG SANDATA KUNG KAKAILANGANIN MO. PAKIBIGAY MO NA LANG SA AMING ANAK PAG NASA HUSTONG GULANG NA SIYA.

MAY KAUNTI DING SALAPING NAKATAGO SA LIKOD NG BAHAY. KUNIN MO PARA MAY PANGTAWID KAYO NG GUTOM AT PANG-ARAW-ARAW NIYONG PANGGASTOS.
SALAMAT, ARIS. PASENSYA NA'T BIGLAAN AI LAHAT NG 'TO...

HUHUHUUUUU...
TAKBO NA!!!
HUWAG MO NANG SUBUKAN PANG MANLABAN. HINDI 'YAN UUBRA SA 'KIN. NANDITO AKO PARA SA MAHIWAGANG CRYSTAL...
AAAAAA!
HFF HFF HFF ANG PANAGINIP NA 'YUN...
TWITCH!

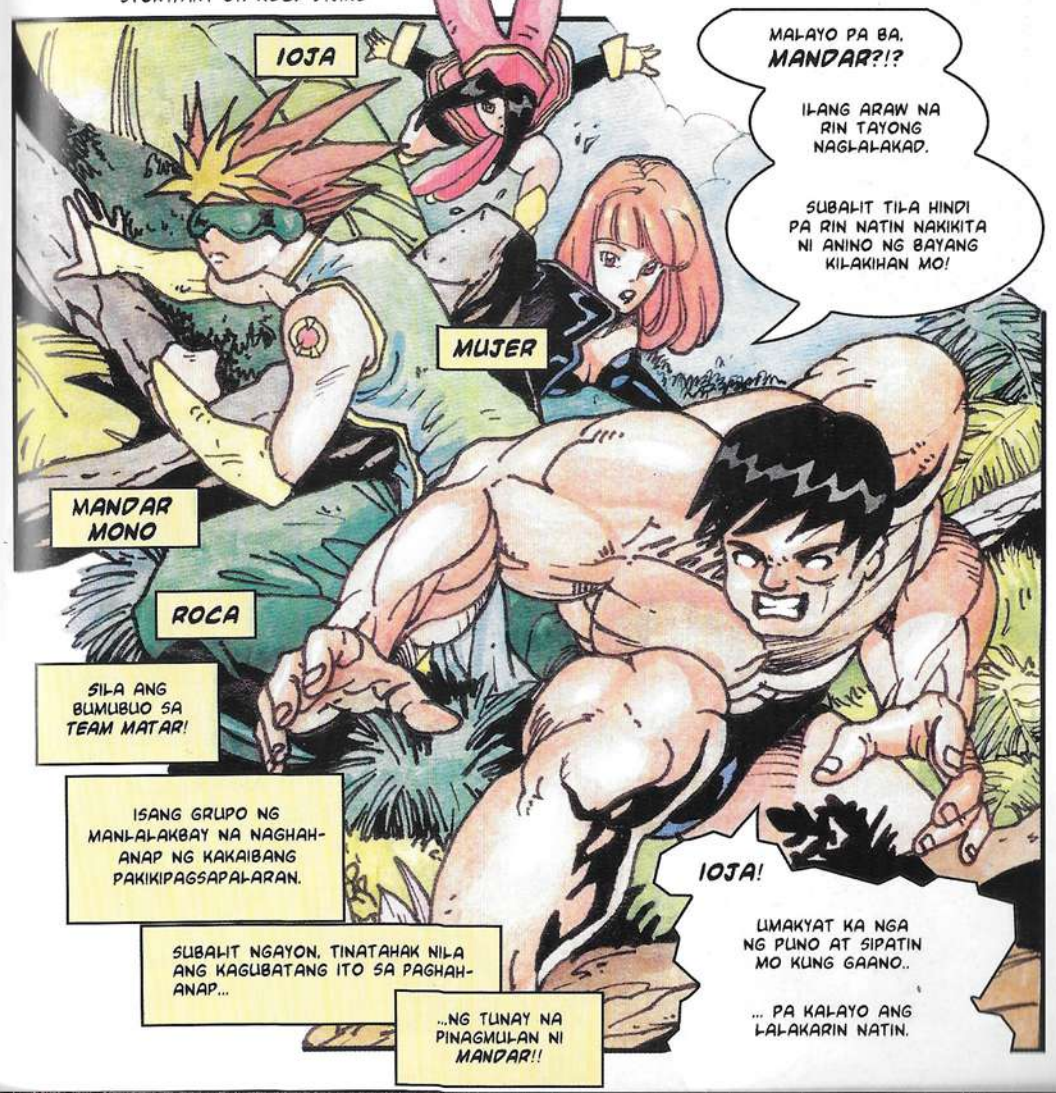
WALANG KIKILOS!!!
HUH?
SALAMAT SA BAGONG PADALA NA MGA KAGAMITAN PERO HANGGANG DITO NA LANG KAYONG LAHAT. HINDI NAMIN KAYO PWEDE PANG HAYAANG MABUHAY. HEHEHE
MGA NINJA PALA...
KANINA PA NGA NAMIN KAYO HINIHINTAY E.
SA NGALAN NG HARI NG HAVANNA, KING CEPHIROS X ARESTADO KAYONG LAHAT SA SALANG PAGNANAKAW AT PAGPATAY...
AH! GANUN PALA HA? MGA SUNDALO NG KAHARIAN NG HAVANNA. MAGALING. MAS MAGIGING MASAYA ANG ATING PAGTATAGPO.
IHANDA ANG MGA ARMAS!

MATAPANG...
SHING!
PERO ANG NINJA AY HINDI UMUURONG SA LABAN!!!
HAAAAAA
AAAAAAAAAA!!!
HUMANDA SA PAKIKIDIGMA!!!
HOHUM... ANO'NG NANGYA-YARI DIYAN SA LABAS?
POPCORN
SHHH... HUWAG KAYONG MAINGAY. NAGKASAGUPA NA ANG GRUPO NG MGA BANDIDO AT ANG MGA SUNDALO NG HAVANNA.
SA'N MO NAKUHA 'YUNG POPCORN? EHEHE
BIBIGYAN KO PA KAYO NG KUNG PAGKAKATAON PARA MABAWASAN ANG SENTENSYA NIYO.
CLANG!
SINO ANG INYONG PINUNO AT SAAN MATATAGPUAN ANG PINAGTATA-GUAN NIYO?
CLANG!
SHHHH!
OO NGA E...
KUNG PALABASIN NA LANG KASI NG MGA BANDIDONG 'TO ANG PINUNO NILA E 'DI MAS MAPAPADALI NA ANG TRABAHO NATIN.
FISH!
HELLO BOYS! AKO BA'NG HINI-HINTAY NIYO?
HA?!
ANO'NG?

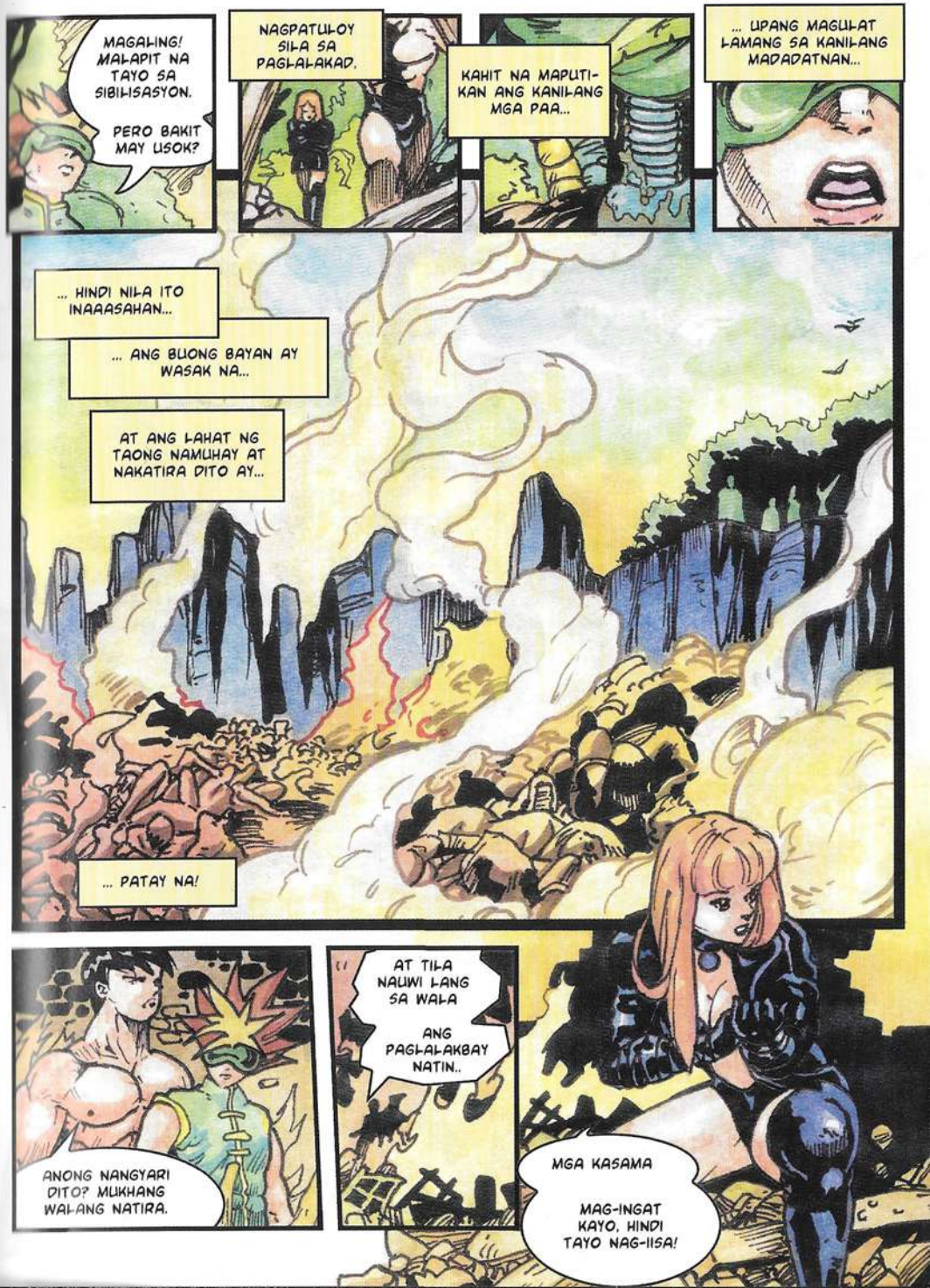
FAN FEATURE

Team MATAR

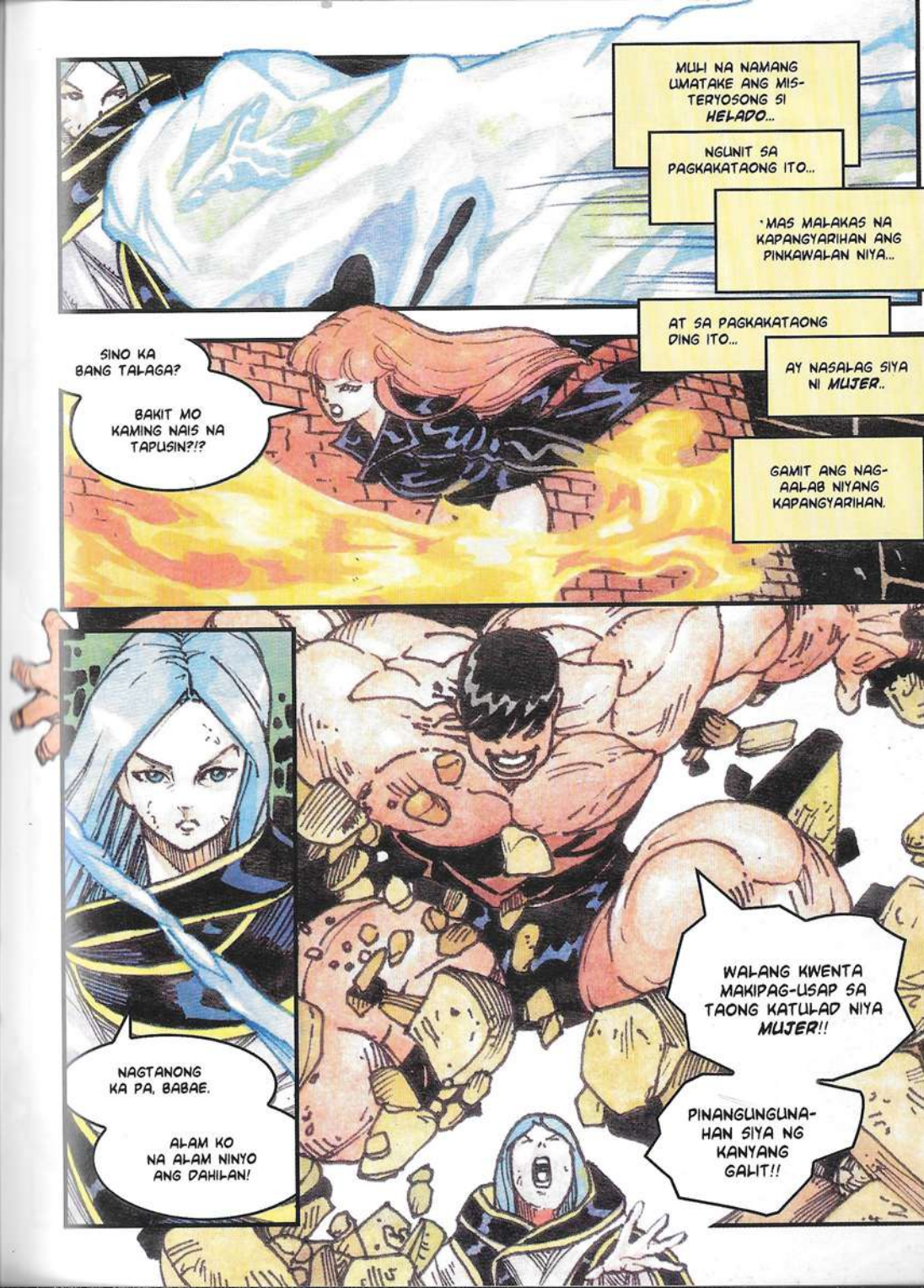
STORY/ART BY: NOEL DIVINO

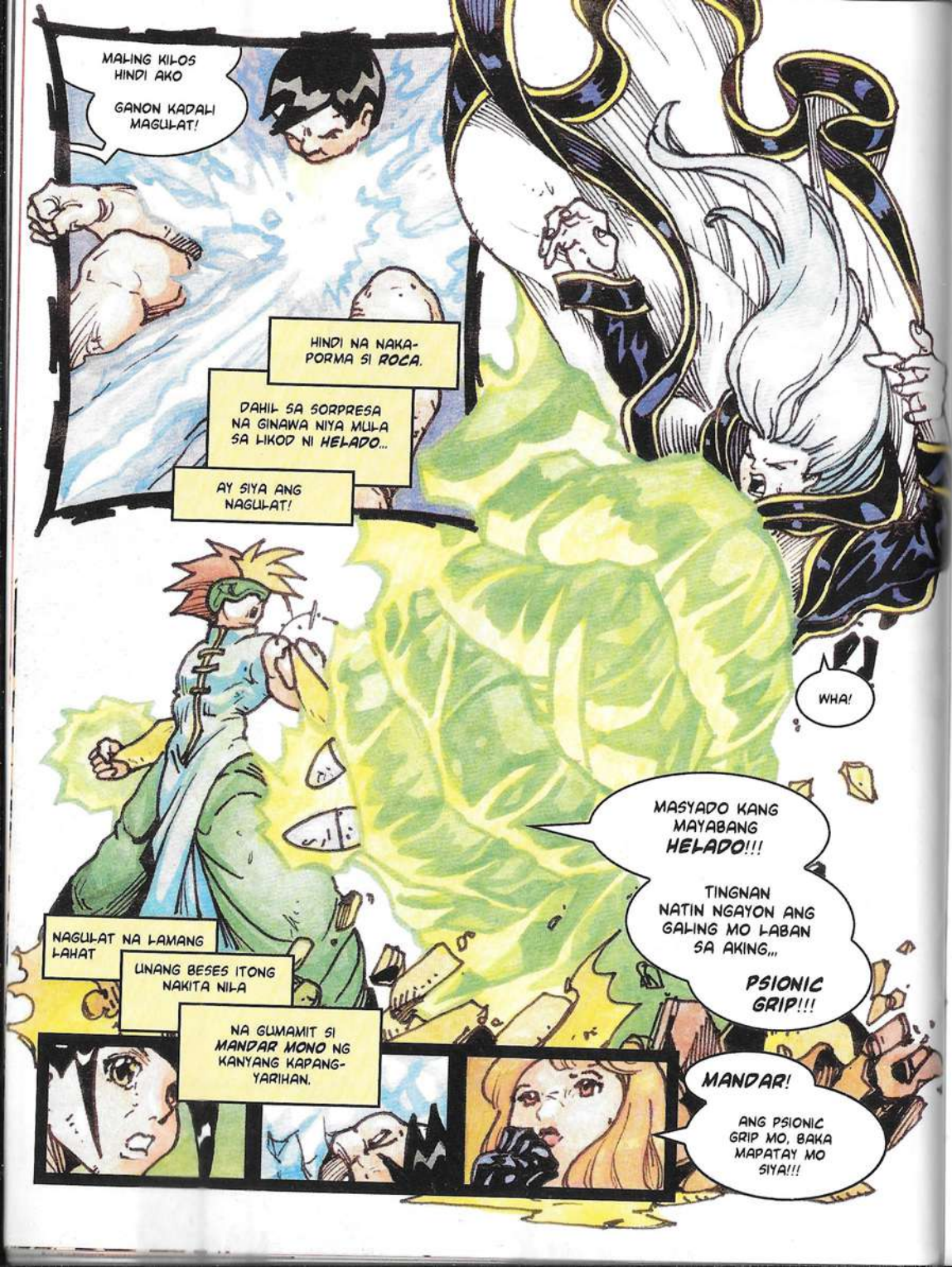


KAUNTING TIIS NA LANG, MGA KASAMA!
IOJA!
ANONG NAKIKITA MO MULA DIYAN SA ITAAS NG PUNO?!?
WALANG MAGANDANG BALITA!!
MASYADONG MATATAYOG ANG MGA PUNO, WALA AKONG MAANINAG.
NGUNIT MERON AKONG NATANAW NA USOK.
ANO KA BA MANDAR!
ISA AKONG "ACROBAT"
O BAKA NAKALIMUTAN MO NA?
USOK? O SIGE... BUMABABA KA NA AT...
BAKA MAHULOG KA PA.
... SANDALI LANG SA PAG-BABA KO
PARANG MAY NAANINAG AKONG SIRA-SIRANG MGA GUSALI!
HINDI KO LANG SIGURADO.

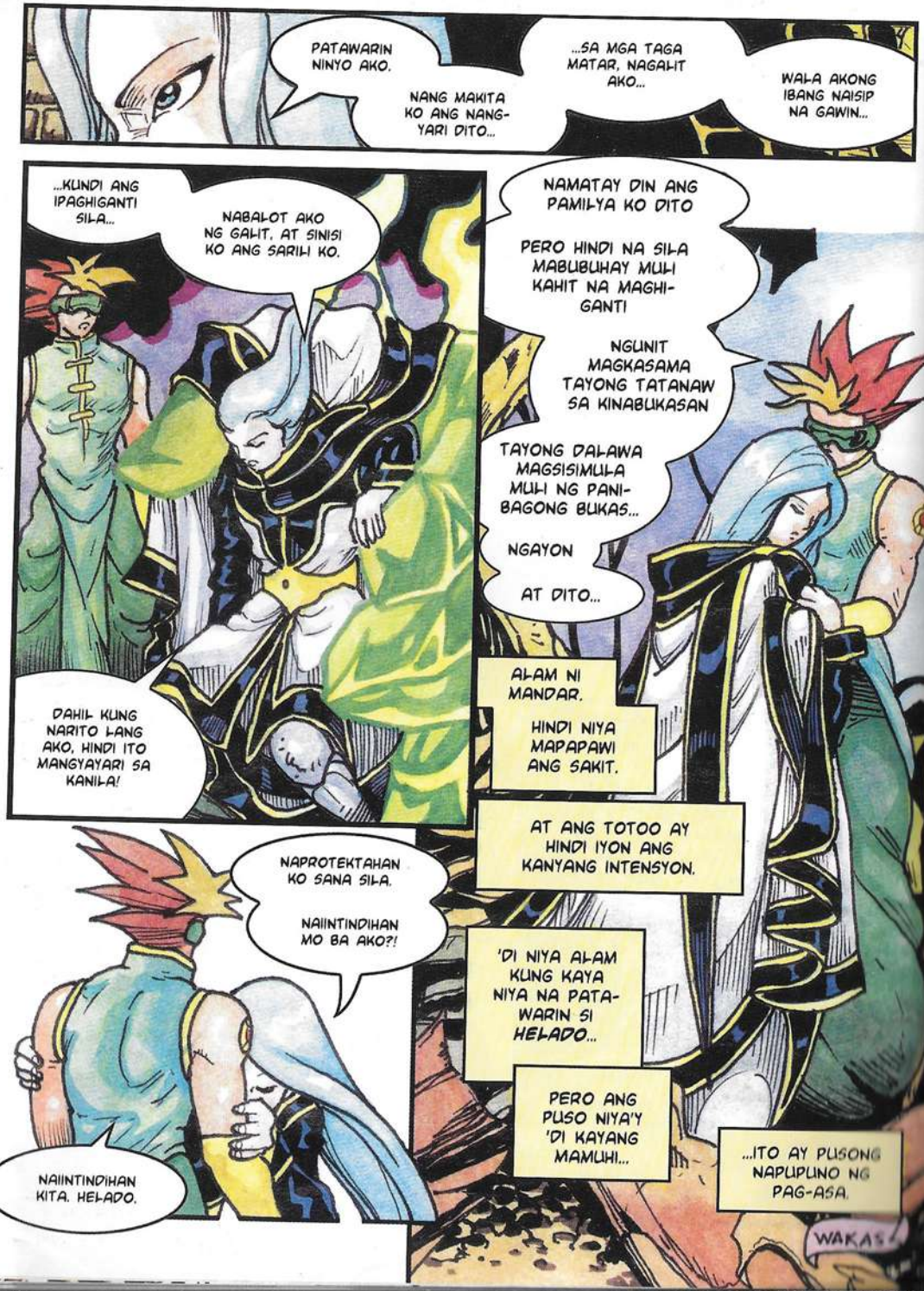

MAGALING! MALAPIT NA TAYO SA SIBILISASYON.
PERO BAKIT MAY USOK?
NAGPATULOY SILA SA PAGLALAKAD.
KAHIT NA MAPUTI-KAN ANG KANILANG MGA PAA...
... UPANG MAGULAT LAMANG SA KANILANG MADADATNAN...
... HINDI NILA ITO INAASAHAN...
... ANG BUONG BAYAN AY WASAK NA...
AT ANG LAHAT NG TAONG NAMUHAY AT NAKATIRA DITO AY...
... PATAY NA!
ANONG NANGYARI DITO? MUKHANG WALANG NATIRA.
AT TILA NAUWI LANG SA WALA ANG PAGLALAKBAY NATIN..
MGA KASAMA MAG-INGAT KAYO, HINDI TAYO NAG-IISA!

TAMA KA SA ISANG BAGAY BABAE!
HINDI NGA KAYO NAG-IISA...
DAHIL AKO SI HELADO.
NA MAGPAPADALA SA INYO SA KABILANG BUHAY
AY NARITO NA!!!
TABI MGA KASAMA!
AKO NA'NG BAHALA DIYAN SA MAYABANG NA 'YAN.
SIYA SI IOJA
MAY KAKAYAHANG GAWING MATALAS ANG LAHAT NG URI NG MGA BAGAY...
PATI ANG BALAT NIYA!
SUBALIT SI HELADO AY HANDA!
SINALUBONG NIYA SI IOJA NG MGA PIRASO NG YELO!!
NAWALAN NG SILBI ANG GALING NI IOJA...
TSUG
TSUG
TSUG
TSUG
AT NAGMISTULA SIYANG IPINAKO SA PADER...


MULI NA NAMANG UMATAKE ANG MISTERYOSONG SI HELADO...
NGUNIT SA PAGKAKATAONG ITO...
MAS MALAKAS NA KAPANGYARIHAN ANG PINKAWALAN NIYA...
AT SA PAGKAKATAONG DING ITO...
AY NASALAG SIYA NI MUJER..
GAMIT ANG NAG-AALAB NIYANG KAPANGYARIHAN.
SINO KA BANG TALAGA?
BAKIT MO KAMING NAIS NA TAPUSIN?!?
NAGTANONG KA PA, BABAE.
ALAM KO NA ALAM NINYO ANG DAHILAN!
WALANG KWENTA MAKIPAG-USAP SA TAONG KATULAD NIYA MUJER!!
PINANGUNGUNAHAN SIYA NG KANYANG GALIT!!


MALING KILOS HINDI AKO
GANON KADALI MAGULAT!
HINDI NA NAKA-PORMA SI ROCA.
DAHIL SA SORPRESA NA GINAWA NIYA MULA SA LIKOD NI HELADO...
AY SIYA ANG NAGULAT!
WHA!
MASYADO KANG MAYABANG HELADO!!!
TINGNAN NATIN NGAYON ANG GALING MO LABAN SA AKING,,,
PSIONIC GRIP!!!
NAGULAT NA LAMANG LAHAT
UNANG BESES ITONG NAKITA NILA
NA GUMAMIT SI MANDAR MONO NG KANYANG KAPANG-YARIHAN.
MANDAR!
ANG PSIONIC GRIP MO, BAKA MAPATAY MO SIYA!!!

ITO LANG ANG NARARAPAT SA KANYA!
WINASAK NIYA ANG BAYAN KO, MUJER.
AT PINATAY PA ANG MGA NAKATIRA DITO!
PERO MALI ANG PUMATAY!
TAMA SI MUJER, MANDAR.
HINDI GAWAIN NG ATING PANGKAT, ANG TEAM MATAR, NA PUMATAY.
IKAW NA RIN ANG NAGSABI N'ON, MANDAR.
KAHIT GAANO KASAMA ANG GINAWA NI HELADO, HINDI 'YON DAHILAN PARA PATAYIN SIYA.
NAGKA-KAMALI KAYO!!
HINDI AKO ANG SUMIRA DITO SA BAYAN NG MATAR.
KUNG GAYON
BAKIT?!
BAKIT MO KAMI BINALAK NA PATAYIN?! BAKIT MO SINAKTAN ANG MGA KAIBIGAN KO?



Cosplayer Spotlight

KickStorming

Interview by Sherry Baet

I've always thought of joining a costume play but I never really had the guts (or the budget) for it. I envied those who were able to live their dreams of becoming their favorite characters. Anyway, I got the chance to interview Kicks, an avid cosplayer and first place winner of the cosplay competition at last year's CCCon where she came as Honey/Candy from Fighting Vipers. Onto our Q & A...

CC COM PROFILE

Full name: Krizelle L. Uychinco
Nicknames: Kicks, Dice, Kikay, Tootpik (only my cousin calls me this), Bijounen (di ako nagsimula nito...T_T)
Age: 20

Behind the costume...

What keeps you busy these days?
Studies: Hellooooooo~~! **pinches Syeri's cheeks** xD I'm currently a 3rd yr. Student at **DLSU-Manila** taking up Marketing Management. Work: Work? o.O;;;; Well, I wouldn't really know if you consider it work *pero* as of the past 5 months I've been helping out Level Up! Inc. as an OJT (On-the-job trainee). ^_^v!

What do you do in your free time?
Haaaaaay, I wish I had more of that...Right now I'm training with the table tennis varsity team (Hello beautiful teammates!!!! Hehehe =D) for the upcoming UAAP and other tournaments this year *tapos* I also try my best to help my fellow officers *sa Nihon Kenyu Kai* (NKK). I maximize my sleeping time to 10 hours minimum if I get the chance, anything more than that I use to meet up with friends to hang-out or stay at home playing ***PS2*** or ***Ragnarok***.

Are you a gamer? What games do you play?
Hehehe gamer *ako* :P Right now I'm into RPG console games, *dati halu-halo eh... Nagte*-table top RPG *pa ako nun ng* **D&D** (**Dungeons and Dragons**), **AD&D** (**Advanced Dungeons and Dragons**) *atsaka* **Star Frontiers**. *Tapos* I got into **Magic: The Gathering** *din. Pero yung nagsimula talaga sa* **Family Computer** *at yung* **Apple II** *ng mga pinsan ko, dun ako na-addict sa* games... *yung mga* games *na* **Tetris**, **Pacman**, **Lode Runner**, **Mario Brothers**, **Contra** (all-time favor-ite *ko 'to*! hehehe "laser-spread" combo!), Macross, and a lot more =)

First time jitters...

When was the first time you cosplayed? What character did you go as and how did it feel to cosplay for the first time?
This was *nung* AXN, *sinubukan kong mag*-cosplay as ***King*** from ***Art of Fighting*** out of a friend's idea. ^_^;;;; *Nag-trip lang ako kasi nagustuhan ko si* King *sa* **SNK** when my friend told me na *bagay daw sakin* mag-King at that time given the short preparation time given. *Nung una sobrang* enthusiastic *pa ako, tapos* during the event *medyo parang nahiya na ako sa sarili ko hehehe kasi* I felt like I didn't exert much effort to make my costume look better. Afterwards, *nanghinayang ako. Pero ok lang,* it happens *naman* to everyone *diba*? ^_^;;;;

Being a Costume Player...

How many characters have you cosplayed as so far?
Five, I think if you would count the modified ***Gundam Girl*** nung Toycon as a separate entity from the first version. =) *Bale... si* King, *si* Gundam Girl (ver. 1), ***Battle Angel Alita***, ***Honey/Candy*** from ***Fighting Vipers***, and Gundam Girl (ver. 2). ^_^v!

Which was the one you liked most? Why?
Lahat kasi bawat costume may bagong pakulo hehehe. And I had so much fun learning about myself and the people I worked with xD

Which one was the hardest to prepare for?
I think it was Honey, *mabusisi masyado yang costume na yan grabe, tapos* we had to experi-ment on cloth *pa* which we felt was something a little out of our jurisdiction in terms of cosplay preparation *dahil wala sa amin may alam sa tela nun*. We had to go consult people *pa* about it. X_X;;;

Who works on your costumes?
Core group *namin* consists of five people namely: Fed, Poli, Rasho, Fer, and me.

What are the most common reactions you g from people?
Ganito..."UUUUUUYYY!!! SI (name of my characte *ASTIG!!!!!" sabay may kasamang malagkit na tingin daw, sabi ng mga kasamahan ko* usually Fe or Poli... @_@;;;;;

Did you ever have stalkers?
Wala naman 'ata, may mga nag-text *sakin na di ko alam kung sino pero hanggang dun lang* ^_^ *Yung iba kasi* are nice enough to approach me an introduce themselves then express their rants an raves ^_^v!

How do your parents feel about you joining cosplays?
I think they thought initially na *"baliw ata 'tong anak ako..."* or something near that *kasi* they kep on complaining. [Eventually] *wala na silang masabi kasi* I kept on giving the same reason to them for the nth time *na* I really enjoy doing this >_<

Words of inspiration...

What would you say is the first thing a cosplayer would need?
Yung gana mo sa paggawa. My mom always told me to finish what you have started, so *syempre lang dapat ganado ka – kelangan mahal mo rin yung ginagawa mo.* ^-^V! *Kay dali kasing magsa lita pero pagdating sa gawa di ba't paminsan nak katamad? Pero sa tingin ko kung mahal mo nama yung ginagawa mo, di ka tatamarin.*

How has cosplay changed your life?
Cosplaying to me is a source of not only personal enjoyment but also fun with really great friends who work with me, and I see it as an opportunity to learn more about stuff you don't normally lear in school. :P *Atsaka para sakin din kelangan ko n vent para sa art di basta puro* logical *at* critical thinking *lang nang dahil sa eskuwela't trabaho.* [The same reason] I engage in table tennis not only for the love of it but also so that I would be able to keep my sanity from absorbing too much academic sh*t which I may not even need after graduation...

What is your advice to those who aspire to join costume plays?
Think out of the box! =D *Ilabas ninyo ang kabali-wan ninyo kasi nakakatulong din yan, tutal bihira lang naman e diba?* ^-^

Thanks *pala sa* CCCom for making this interview possible, *lalo na sa mga ibang* anime *fans dyan n nai*-inspire *pala sakin!!!* Thanks soooooo much guys!!! *Natutuwa ako sobra na nakatulong pala ako sa inyo ng marami!!!!*

LEANDRO POLIDARIO ON

HOW WE COSPLAY

Photos Courtesy of Ronald Guanzon and Leandro Polidario

MOBILE SUIT GUNDAM GIRL

Anime Quest 2001, November 4

Way back in November 2001, a ***Mobile Suit Gundam Girl*** bounced into the cosplay crowds of the first ***Anime Quest***. This cosplayer, in an eye-catching swimsuit-and-robot costume, led the crowd to ask many questions – Who was she? Which character is that? What materials are her costume made of? The puzzled whispers, excited yells, turning necks, and pointing fingers revealed a single name: **Krizelle Uychinco**. Her outgoing attitude and jolly nature endeared her to the audience. This made her first cosplay a success and she walked off with one of the major prizes. "The Gundam Girl", as Krizelle is usually referred to, is now known as one of the Philippines' most famous cosplayers.

Of course, all you cosplayers should know that the costume is just as important as the person wearing it. Some would even say that a successful cosplay is 50% cosplayer and 50% costume. Krizelle's costumes are notable for using unusual materials, mainly because unusual people created them: **Leandro Polidario** (that would be me, the chief builder), **Fernando Samson** (our airbrush artist), and **Horacio Makabenta** (our paintbrush artist). We were a ragtag bunch of otaku artists pulled together at the last minute to bring to life **Federico Makabenta**'s Gundam Girl cosplay idea, and we've been Krizelle's team ever since!

It's only natural for you to pick your favorite character, or a currently famous character, to re-create. Re-creating a well-known character is an excellent idea because, if the character is recognizable, chances are you will be photographed more and possibly be the center of attention. The other side of this situation is that you may end up blending in with all the other cosplayers who came as the same character!

In our case, we usually pick a character whose costume would pose us a challenge to make. These are characters with irregular costumes made of fantastic materials. Because our team draws inspiration from a variety of subjects, these characters are usually less famous to the regular anime fan, and may even be obscure to the general audience. It's thrilling to make something new – a costume that no one has seen before! This generates interest and allows our cosplay entry to stand out from the rest.

Article continued after the next page...

I have previous experience making costumes out of cardboard and I learned that this material can't withstand the stress of multiple usage. So when Fed approached me with a mecha cosplay idea, I had second thoughts about tackling another cardboard costume. But then he showed me his anime art book and a certain artwork of a girl wearing a battle-suit based on the familiar Gundam robot design. Both of us were fans of the mecha anime Gundam (we'd built our share of scale model kits) and he proposed that we try and build it just to see how it would look as a real cosplay.

I was rather excited to re-create the look of the drawing, although I had doubts at first about this obscure character design. I only had that single reference to work from! The illustration showed the Gundam Girl front face, but there never existed a side or back view of the same character. Full references for any Gundam robot are easily available but none for a Gundam Girl. It was tricky, but I wanted to take the chance anyway. I took liberties and made artistic interpretations to make the unseen portions of the costume in harmony with the overall ensemble.

I remembered seeing Marikina shoe factory workers using a kind of rubber material that was lightweight and durable, and this led me to imagine how it would fare as the primary material for the costume. It's always good to look around your surroundings for readily available resources. You never know what possible cosplay materials you'll find! Luckily for me, sheet foam rubber is a great material to work with.

After buying a square meter of the stuff, I began work on the costume – cutting, slicing, gluing – basing the robot armor on my own Gundam scale model and magnifying its proportions to fit Krizelle. In essence, I was making a very large model kit of a Gundam and our team rolled along with the idea of treating the costume as such. I made the details as faithful as possible, making accessories like the gun, shield, and swords as accurate as they would appear on a Gundam model. The rest of the team painted in the traditional way a kit modeler would, but in larger proportions, with brushes and acrylic paint by the buckets! White primer and topcoats of paint were mixed to fit the exact color scheme described in the Gundam kit's instruction manual. Finally, some airbrush embellishments were made to complete the feel of a very large scale model kit.

In the cosplay contest of the first Anime Quest, our Mobile Suit Gundam Girl dazzled everyone with her own brand of intrepid costuming cleverness.

BATTLE ANGEL ALITA

Anime Quest 2002, May 28

Although a long-time favorite of mine for her philosophical cyberpunk adventures, the manga heroine Alita was just a final-minute suggestion for the second Anime Quest. We had already spent the whole summer thinking of our next cosplay endeavor and our team was inclined to make another mecha cosplay, after the success of Gundam Girl. But we wanted to deviate from the bulky appearance of a giant robot and after some convincing and weighing out the remaining time and effort to make a costume, we finally settled on Alita.

Battle Angel Alita is a trim cyborg girl in sleeveless black leather tights and a heavy overcoat – not really exciting to look at and a very simple cosplay challenge to tackle. But what I wanted to emphasize was that she had an entirely robotic body and we instantly knew then that making Alita's robotic parts trim and sexy would be our newest cosplay challenge. It was something that was never really attempted before in a local cosplay, and a contrast to all the previously bulky robot costumes we've seen so far: a sexy robot body.

It was a big puzzle going about building this robotic body. Education smiled down upon our team when I learned a new skill from a friend of mine. It was an advanced form of paper maché technique they recently took up in their Art Materials class, where they made accurate reproductions of their faces using plaster of paris molds and tissue paper pulp. I thought 'why not use this same technique and make cyborg arms and fingers for our Alita costume?' Not only do we use a new technique for cosplay, we can also literally integrate Krizelle's body figure into the completed costume!

One weekend we went and made plaster casts of Krizelle's arms in the same way orthopedic doctors do to heal broken bones. These plaster casts would become the basis for the tissue paper machés we will be using to build the cyborg arms. We implemented the old paper maché technique in building, but used tissue paper pulp and liquid acrylic emulsion for our binding materials. It was a mixture of old and new ideas and we were able to make complete reproductions of Krizelle's arms in the fastest time possible. We colored it with a metallic silver spray and enhanced it further with black airbrushed paint.

While the cyborg parts were being built, the rest of the costume was being planned. Since we were making a character who is almost entirely in black, we had to give her garments a texture and appeal that the audience can relate to. We decided to make everything shiny and leathery in a Matrix sort of way. Fed was able to find a fabric that had a texture and sheen like leather, but was made of thin, synthetic material which allowed Krizelle's skin to breathe. It was well worth the effort to go fabric hunting in Divisoria, as the fabric worked nicely in hugging Krizelle's figure and complementing the shiny cyborg plating she wore over her real arms.

We had her suit and boots tailored in Marikina. The shoemaker was quite challenged when he saw the loose leather boot design we brought to his shop. He suggested colors to use but was stumped for a solution to the loose leggings part of the boots. I suggested making the boots and leggings two independent parts that when worn together would make the illusion of being a whole boot.

All of us were delighted by the results when they came out. We had our cyborg cosplay – an almost perfect solution to the challenge we gave ourselves.

HONEY CANDY

C3Con 2002, December 21-22

It was getting difficult to find new challenges in costume building and before we knew it, six months had passed from when we completed the Alita costume. I kept out of our team's cosplay discussions for a while to work on finishing my college degree. Meanwhile, Fed and Krizelle came up with the newest idea: ***Honey/Candy***.

Honey/Candy is a character from the old ***Fighting Vipers*** 3D videogame and out of all the fighters in that game, she was the only one who had a memorable set of designs. It was an ingenious design accident that Honey/Candy in her shiny red and black pseudo-French maid outfit and armor looked like an obvious cosplayer herself. Her costume had design elements that mixed different cosplay ideas and it made her look delightfully odd and charming.

This particular costume had almost all the previous cosplay challenges we dreadfully avoided in our earlier costumes: large amounts of fabric, lace, wings, a complicated hairstyle, facial make-up, and a demand for durability. Honey/Candy is, after all, a fighting videogame character and Krizelle had to move like her to really make the cosplay complete. We couldn't have parts of her costume falling off while she moved to make fighting poses!

We consulted various references for Honey/Candy's designs such as internet websites, art books, and old videogame magazines. We even had to look for the Fighting Vipers game in arcades just to see how she moved and fought in 3D! On the official Fighting Vipers website, I saw various promotional materials they sold way back when the game was launched, including plush toys and plastic dolls of the characters.

We brought all these reference pictures to the tailors with whom we worked with closely. While looking at the picture of Honey/Candy toys, the tailor said that Honey/Candy herself looked like a plastic doll. A plastic doll! Finally we had a specific concept for the design. We all knew that this had a lot of potential to either succeed or fail depending on the compatibility of the materials we were going to use. But the concept of making Krizelle look like a real human-sized Honey/Candy plastic doll made the thinking process easier.

The tailor himself sourced the bright-red material he intended to use for the entire costume, even for the knee-high boots. We were lucky to have found a matching color of red in a spray can for painting the armor. From then on, all we had to think of was to find materials that would complement the plastic doll concept. I made Honey/Candy's chest armor out of paper maché, basing the shapes on a mannequin's chest, and her shoulder armor out of plastic helmets. These were all painted shiny bright red and linked together with strips of black leatherette, silver studs and buckles. Her wings were originally imagined to be made of feathers, but as a twist to the plastic doll concept, I instead carved it out of compact styrofoam.

Honey/Candy had long hair and this was our team's newest innovation. We brought a long wig and had it fixed by Krizelle's favorite stylist. We never imagined that wigs were so difficult to work with but this was made apparent when it initially interfered with the movement of her wings. Adjustments were made and then all that was left was for Krizelle's face to be made up to look like a plastic doll. This was again done by her stylist, who paid special attention to making her look extra sweet and charming.

Soon, we had another winner on our hands. Krizelle's Honey/Candy cosplay was well received by the C3 Con's audience and judges, and our concerted cosplay efforts were rewarded once again by the grand applause she received.

WHAT IS COSPLAY???

By Leandro Polidario

Cosplay is a term coined by Japanese fans from combining the words "costume" and "play". Pop culture historians say cosplay probably has its origins with Japanese railroad aficionados in the 1930s, who would dress in conductors' uniforms from their favorite rail lines. Cosplay's further evolution includes the 1970s, when merchants selling ***Star Trek*** comic books dressed up as ***Capt. Kirk*** and ***Mr. Spock*** as a marketing ploy at the ***ComicMarket*** convention held annually in Tokyo.

One of Japan's more extreme teen subcultures, the practice of cosplay attracts thousands of cosplayers yearly, and covers dressing up as characters from science fiction to fantasy, from medieval to military uniforms – any sort of interest the individual cosplayer possesses. The trend flies in the face of traditional values in this country that discourage public displays of flamboyance or emotion. The whole idea is to create a niche, not go with the flow of society at large.

Outside Japan, however, cosplay more popularly refers to dressing up as characters from Japanese pop culture: anime, manga, videogames, movies and music. The term is used by Western anime fans to distinguish it from other types of masquerade, which is typically fans dressing up as their favorite characters from Western sci-fi, fantasy and comic books.

Cosplay and Masquerade are both terms that refer to a costuming event, and they have similar descriptions that can sometimes be interchanged. But upon closer scrutiny the context actually defines the event: a Masquerade is purely a costume party, regardless of the costume theme, while a Cosplay is a costume event with a contest involved.

It's basically a time for fans to dress up as their favorite character and have a bit of fun. There is a condition though: most fans insist that you not only play the character in dress, you must also play the character's nature. In other words, whilst you're in costume, you must be the character, in thoughts, words and actions. Because of this nature of cosplay, cosplayers have been described as (and sometimes accused of) overextending the escapism offered by anime and videogames.

The popularity of the phenomenon in Japan may be a reaction to the island nation's famous social conformity, but everywhere else internationally, the description is obvious: it's just plain fun to dress up!

Cosplaying in Western terms is as old as Western anime fandom. In the two or so decades that anime fandom has existed in the US, fans have been dressing up as their favorite anime characters at sci-fi conventions. It was appropriate, as anime fandom grew out of sci-fi fandom, and costuming was a part of that heritage. This heritage blossomed with the emergence of anime conventions in the mid to late 80's. In 1990 ***Project A-kon*** in Dallas, Texas, the first continuous anime convention, featured a masquerade. Nowadays, it is inconceivable that a US convention not hold a masquerade. ■

Continued How We Cosplay article...

ODD YEARS OF EXPERIENCE

After three odd years of re-creating extraordinary characters with our team, we have received much recognition from industry professionals, fans, and convention guests. Recognition always makes me feel special. I'm pleased when others appreciate our hard work and give us awards to show their admiration. Every round of applause and award means a lot to me. They are a reassurance that our team's labor is highly received and a token of a job well done. It always excites me to pursue a new cosplay project. The challenge of bringing to life a certain favorite character is too strong to ignore and it's satisfying to know that our output becomes something for everyone to enjoy.

Although the hobby of cosplaying may sound silly to some people, it isn't to us. In fact, it's no more elaborate or expensive than some other hobbies. It isn't just about getting clothes and putting them together, it's about creating something unique to wear for that one day when you get to be special. And let's not forget the wonderful friendships that were and will be built through our love of cosplay. ■

COSPLAY IN THE PHILIPPINES

Eversince the 1970's, the era when giant robot anime made their mark on local TV, anime has made a slow but steady crawl into the consciousness of Filipino youth. This largely strange, but exciting sort of animated experience created small gatherings of teens and young adults eager to share whatever bootlegged copies of anime they had. This also led to anime screenings or shows where tickets were sold and fans enjoyed the latest anime in the company of their peers. These were the first known "mini-conventions" spearheaded by groups such as ***Anima Anime***. This small exchange of anime paraphernalia led other fanatics to enlightening pursuits of study into the nation and culture that generated it, creating a mild otaku subculture in the Philippine context.

By the 1990's anime had once again invaded local television and gave a new generation of audience a taste of a different sort of cartoon flavor and rekindled the interest of the first generation anime fans of the giant robot era. This time however, anime becomes a multi-media phenomenon that everyone cannot ignore. Fans everywhere were ready for a bigger celebration of anime never before seen in the Philippines: The Anime Convention.

Filipino anime otaku and the casual fans are lucky to have experienced the twin birth explosion of anime conventions and cosplay. The first known mini-cosplay was held as part of UP Diliman's ***Anime@Arki***'s 3rd anniversary celebration in August 2000. Some of the earliest cosplay mainstays, such as **Lea "The Anime Seamstress" Guerrero**, made their initial foray in this event. A few months later a much larger audience enjoyed ***Anime Explosion***, the Philippines' first real animation convention.

cosplay pictures by www.usagichan.com, www.kaitenkomaichi.com, www.manishimania.com.jp, www.airnetkano.net.jp

This convention featured the first appearances of remarkable cosplayers like **Mark Suarez, Paul Mendoza, Hazel Concepcion, Chris Edward Lo, Hazel Velas, Robert Wong, Shiela Benedicto**, and **JM Chua**. These people, along with a number of other cosplayers, would later make a website collection of intrepid and groundbreaking group of cosplay otaku: the **OAV Cosplayers**. Created soon after the ***Anime Explosion*** were various cosplay groups bound by on-line e-mailing lists and message boards, among them are **Cosplayers' World, Pinoy Cosplay**, and **WeAreAnime Cosplay**, nurturing Philippine anime fandom on the internet.

Through the years, cosplay has become more intricately inspired by a galaxy of anime, manga and video games that span more than a decade. Anime titles represented include everything from ***Neon Genesis Evangelion*** and ***Rurouni Kenshin*** to ***Yu Yu Hakusho*** and ***Fruits Basket***. Some dress up as game characters from titles like ***Final Fantasy***, ***King of Fighters***, and ***Street Fighter***, and others come as musicians from J-Pop and Rock. Certain popular characters like ***Hunter X Hunter's Kurapika*** and the ***Sailor Senshi*** are represented several times by various cosplayers, each of whom puts his or her own spin on the character. Other cosplayers prefer more obscure inspirations; one heat-packing trio wore blood-spattered school uniforms from the controversial film Battle Royale.

The costumes themselves are impressive. Cosplayers generally make their own get-ups, and the attention to detail necessary to duplicate a character's look is astonishing. Many costumes are elaborately trimmed with fur, vinyl, ribbons, or metallic fabric, depending on the look desired; wigs are also a frequent accessory. Needless to say, cosplay is an expensive hobby, especially as it usually accompanies a hardcore anime or manga habit as well.

Of course, there's also an inherent contrast between an animated character, whether from an anime or a video game, and a human dressed up as an animated hero or heroine. (A couple of cosplayers get around this limitation by building full-body suits that include masks.) That said, the transformation of many of these people into colorful heroes in elaborate costumes is striking. ■

Events / Activities

COSPLAY IN SKATES
ANIME ON ICE 2003

By Sherry Baet

Cosplayers invaded the ice rink once again! September 20, Saturday, was the Anime on Ice sponsored by ***Culture Crash Comics***, ***Level-Up! Games*** and ***Broline (ISP)***. Cosplayers came in early and posed in front of the judges around 3 pm. All 61 cosplayers were judged by **Paul Mendoza** (Marketing, Level-Up!), **Wilbert Lacuna** (EIC, ***Questor Extreme***), **James Palabay** (Publisher, CCCom), and **Eric Marquez** (Art Director, ***K-Zone***). There were two who performed for the Skit on Ice Contest: one individual and one group. The entries for the drawing contest were judged by the Culture Crash Staff.

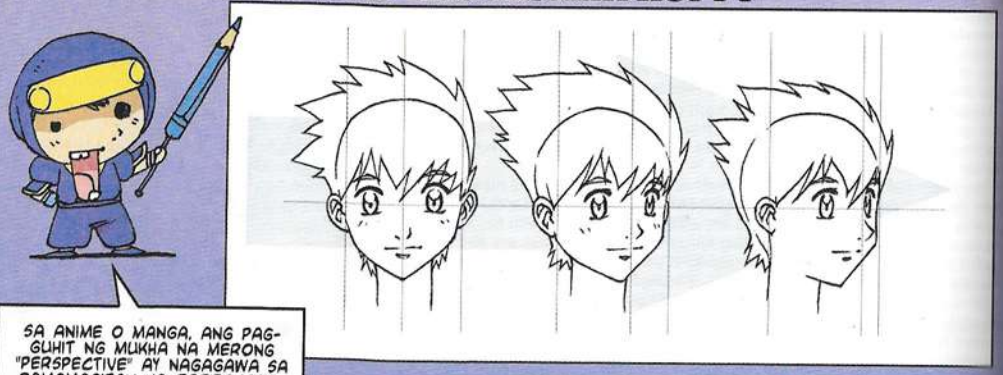
After all the pageantries, the winners were announced. A special prize was given to Daryl*, who came as ***Karin*** of Culture Crash's ***Cat's Trail***. The 3rd place winner was Ayee*, as ***Sakura*** from ***Card Captor Sakura***. Ayee was also part of the group Ice Musume, who won the Skit on Ice contest. The 2nd place winner, Krystel Bartiller, portrayed ***Lei Lei*** from ***Darkstalkers***. This year's 1st place winner was Diane Lopez as ***Yuna*** from ***FFX-2***. Congratulations also to Ana Arcega, the winner of the drawing contest from the age 7-14 category.

There were a lot of carry-over costumes from previous cosplays, like ***Cobra Commander*** from last year's ***C3Con***, and the ***Ragnarok*** characters from the recently held ***RagnaFest*** in Glorietta. ***Final Fantasy*** never fails to enter the pool of finalists. Take note that during the last ***Anime Quest*** most of the finalists were characters from Final Fantasy. This time Yuna won. Nevertheless, the event was well-attended by ***Anime-Club*** members, ***WAA***, and members from the ***Cosplayers World***. It was a great deal to have for the ticket of P120, wherein you get to skate for free and meet new friends.

**whole names were not given*

HOW WE DRAW 13 TAKING THINGS INTO PERSPECTIVE

TIP # 1: BA'T 'DI PANTAY ANG MUKHA KO???



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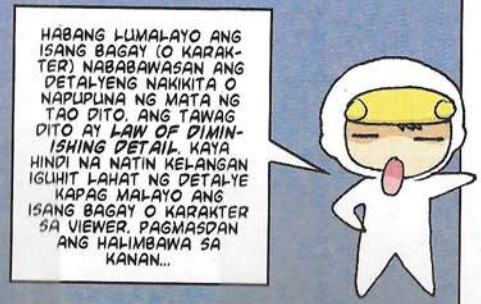
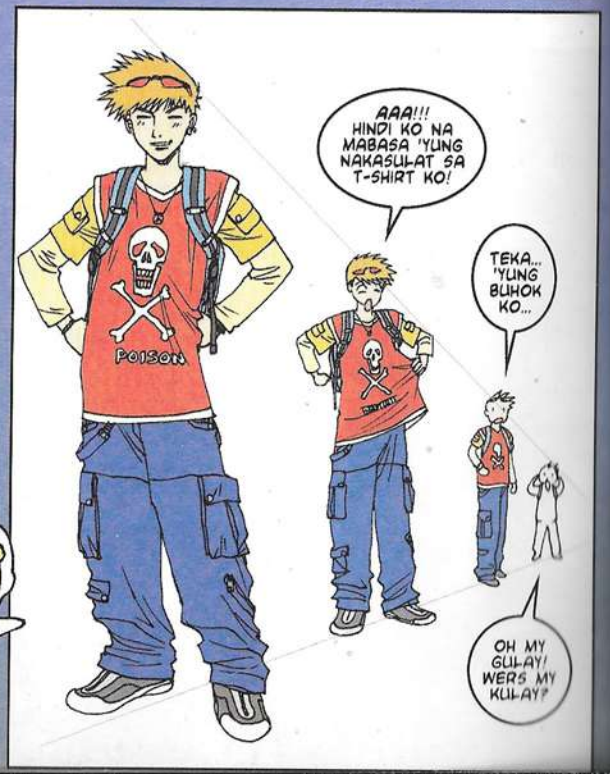




TIP # 3: ANG WORM'S EYE VIEW

ANG WORM'S EYE VIEW O LOW ANGLE SHOT AY GINAGAMIT KUNG ANG GUSTO MONG IPAKITA AY MGA MALALAKING BAGAY TULAD NG MGA GUSALI O MECHA.

SA VIEW NA 'TO ANG MGA PROJECTION LINES NA GAGAMITIN MO AY NAGSASALUBONG SA TAAS AT LUMALAWAK NAMAN SA BABA.

NAKAKADAGDAG NG REALISMO ANG PAGGAMIT NG WORM'S EYE VIEW SA MGA SCENES TULAD NG NASA KALIWA DAHIL PARANG INILALAGAY MO MISMO SA TABI NG AKSIYON ANG VIEWER. PARANG NANONOOD KA TALAGA MISMO NG AWAY NILA ULTRA JON AT NG HALIMAW NA SI UHALTAN.

TIP # 4: ANG TOP VIEW O BIRD'S EYE VIEW

ANG TOP VIEW NAMAN AY GINAGAMIT UPANG MAGPAKITA NG ISANG MALAWAK NA AREA (HALIMBAWA: SCHOOLGROUNDS) O PARA MABIGYAN NG PANSIN ANG POSISYON NG MGA KARAKTER SA ISA'T-ISA (O SA PALIGID NILA).

KUMPARA SA WORM'S EYE VIEW ANG TOP VIEW AY MAY PROJECTION LINES NA KUMIKITID NAMAN PABABA AT LUMALAPAD PATAAS. DAHIL DITO ANG ULO NG MGA KARAKTER O MGA BAGAY NA NASA TAAS AY MAS MALAKI AT MAS MALIIT ANG MGA BAGAY SA PAANAN O SA BABANG PARTE NG KATAWAN NG ISANG KARAKTER.

TIP # 5: FORCED PERSPECTIVE

SA HALIMBAWANG ITO MAPAPAKITA ANG KONSEPTO NG FORESHORTENING. PAGMASDAN ANG HALIMBAWA SA KALIWA: ANG KAMAO AY PINALAKI NG HUSTO DAHIL "MALAPIT" ITO SA MATA NG VIEWER PERO MAS MAIGSI ANG HABA NG BRASO DAHIL NAKA-ANGGULO ITO PAUNTA SA VIEWER. MAGANDANG GAMITIN ANG TECHNIQUE NA 'TO PARA MA-EMPHASIZE ANG MGA LABAN O FIGHT SCENES.

'OHAYO!!! Morning Musume

By ais

Probably the most popular idol group in Japan today, ***Morning Musume*** (*musume* could mean either 'girls' or 'daughters') have come a long way. Despite being rejected individually at an audition back in 1997, **Tsunku**, a singer/producer/songwriter, was impressed with five particular girls and gave them a challenge: he will become their producer if they can sell 50,000 copies of a song in a span of only five days. They achieved it in four and the song ***Ai no Tane*** became their first hit single. Until now, Tsunku produces, writes and composes almost all of the group's songs as well as being their manager (We fans prefer to call him 'god' though =P).

Since then, there have been 21 members of Morning Musume. The first question on your mind is probably, "How did it become 21 members when they were only 5?!" ("*Sino sila?* ***Sexbomb Dancers?***" is usually the second.) It all started in 1998 when Tsunku decided that more girls will give them more kick. Shortly after the release of their second single ***Morning Coffee***, three girls were added to the group making a total of eight members. But with the release of their first album and some more singles, one of the original members, and a lead one at that, 'graduated' (left the group). This started their reputation of having a fluctuating number of members and to date, 6 have 'graduated'.

To add to the craziness, the girls were divided into subgroups that represent a certain aspect of Morning Musume's image. There were originally three subgroups, namely: *Tanpopo* the 'glamour' image, *Pucchi Moni* the 'energy' image, and *Mini Moni* the 'kiddie' image. But recently *Zyx*, *Romans* and another yet to be announced were added. But wait! With 15 current members, Tsunku decided to further split the original members – 8 members in *Morning Sakura* and 7 in *Morning Otome*, in time for the September release of the new singles. Are you dizzy yet? Well, there's more. They are regular participants in the yearly Shuffle Groups of the ***Hello! Project***, a big touring group of girls all produced by Tsunku (Now do you understand why we fans call him 'god'?).

In Japan, it's really hard to avoid them. These girls are absolutely everywhere!!! The billboards are filled with their pictures either as advertisements for their latest single or as models and promotional girls for a given product. Magazines are packed with pictures and articles about them, and they've had more than a dozen photobooks published. Their songs are often mentioned in anime and manga, and even their everyday life struggles in show business are made into manga (***Musume Monogatari***)!

You can catch them weekly on their variety show ***Hello! Morning***. They can be spotted in dramas, movies and musicals. They have tons of TV commercials, including one for Pocky, Japan's famous pretzel snack. Their Pocky commercials alone have more than 20 different versions! And did I mention they have their own PS2 game? It's no wonder ***Time Magazine*** has recognized them as the number 1 idol group in Asia.

What really gets you hooked are their songs – they are simply irresistible! Their music cannot be easily categorized because each single is different from the others. It must also be noted that Tsunku's songwriting skill ranges from the deep and metaphorical (***Shabondama***) to the strange and nonsensical (***The Peace***). All their songs are accompanied by great videos and the evolution of their music and their image definitely shows. The 'girl next door' image was mostly evident in their earlier songs (Ai no Tane and Morning Coffee) in which they only sang in harmony and had no hard dance routines. But what really made them big was when they started to have upbeat songs, starting with the very popular ***Love Machine***. Besides, if you ever get tired of all the happy catchy songs and weird dance routines, you could always fall in love with their ballads like ***Do It! Now!*** and ***As For One Day***. One more thing, when you're depressed over something, I advise you to watch any of the music videos by the subgroup Mini Moni. I guarantee it will brighten up your day!

In addition to their music and image, it is a big bonus that they are all undeniably cute!!! Every fan has their favorite Musume! Each girl is loaded with personality and this is very evident in their various roles in music videos, dramas, musicals, movies, and even the simple skits on their variety show.

The recent announcement of the 'graduation' of another of the original five marks another crossroad for Morning Musume. Accompanied by the split happening in September, fans like myself are wondering what will Morning Musume have in store for us? Whatever it is, I'll be waiting patiently with a smile, confident that there will be lots of fun on its way!

© Hello! Project and Tsunku

ROLL CALL

Gen	Name	Status
1st gen		
	Natsumi Abe	Morning Sakura
	Asuka Fukuda	Retired
	Kaori Iida	Morning Otome
	Aya Ishiguro	Retired
	Yuko Nakazawa	Solo Artist
2nd gen		
	Sayaka Ichii	Vocalist (Cubic Cross
	Mari Yaguchi	Morning Sakura
	Kei Yasuda	Host of Hello! Mornir
3rd gen		
	Maki Goto	Solo artist
4th gen		
	Rika Ishikawa	Morning Otome
	Hitomi Yoshizawa	Morning Sakura
	Nozomi Tsuji	Morning Otome
	Ai Kago	Morning Sakura
5th gen		
	Asami Konno	Morning Sakura
	Risa Niigaki	Morning Sakura
	Makoto Ogawa	Morning Otome
	Ai Takahashi	Morning Sakura
6th gen		
	Miki Fujimoto	Morning Otome
	Sayumi Michishige	Morning Otome
	Eri Kamei	Morning Sakura
	Reina Tanaka	Morning Otome

PHILIPPINE RAGNAROK LAUNCH

After 12,000 registrants to this year's cyber olympics, it all came down to the finals last Sept. 12-14, 2003 at the Glorietta Activity Center, where the representatives for the Philippine team was finally decided.

Composed of a five-man CounterStrike team, two players for StarCraft: Brood War and two for Warcraft III: Reign of Chaos. The champs went on to Korea to compete in the World Cyber Olympics.

Of course, to many of those in attendance on the 13th, we came for one reason: The Ragnarok Philippine Launch! It was hard to estimate but probably more than a thousand faithful gamers descended upon the activity center to attend the launch.

The highlight of day-long festival was a special presentation hosted by National Youth Commission Chairman Bam Aquino, matinee idol Ryan Agoncillo and the lovely Charissa Litton, who were all dressed as characters from the Ragnarok game. Their elaborately designed costumes, were an attraction in themselves and gave the event a fantasy world feel.

Aside from dance numbers and a mock swordplay, young gamers who came in costume were given special prizes. Awards were handed out by Level Up! game boss Ben Colayco and pint-sized comedians Dagul, Mahal and Mura who made a surprise appearance in costume! Think super-deformed in live-action!

A treat for the participants was a speech by Jung Ryool Kim, chairman of Gravity, the Korean-based company that developed the Ragnarok Online game. This was followed by a televised message from Myung Jing Lee, the young genius behind the Ragnarok comic book series from which the game was created.

Meanwhile, the excitement level at the venue turned up another notch when new features of the game such as additional skills, characters, monsters, items and a whole new city, Comodo, were introduced. Then, as if these weren't enough, Ragnarok fans joined a game wherein they got the chance to win beautiful art books and merchandise from Korea.

Finally, to cap off the monster event, the participants were treated to a free concert by local band Moonstar 88.

We've got to hand it to Level-Up Games, they sure know how to hold a launch! Despite sharing the space with the cyber Olympics, they managed to truly stand out with their unparalleled showbiz sense. Can't wait for the Comodo patch!

DOWNLOAD OF THE MONTH!

Feeling down? Waste no more time in your despair! Search the net and download the Japanese music video "Yatta!" by Happa Tai and bring happiness back into your life! This video has gained quite the notoriety on the net for being so.... Ummm... Happy? So much so in fact, that they were actually invited by an American talk show to perform!

Featuring six middle-aged Japanese men singing and dancing around in fig-leaves spreading the spirit of happiness and positive thinking. It is said that this music video was actually commissioned by the Japanese government around the time when depression came about with the sagging economy.

The group "Happa Tai" is led by the comedic duo of Uchimara and Nanbara, known in Japan as "Ucchan-Nanchan". They have a TV show that's sort of like a comedy/variety show and "Yatta!" (A Japanese expression which can be roughly be translated to "Alright!") was originally one of their regular sketches. It was about a mythical music group "Happa Tai" (which more or less means Leaf Squad) who went around performing the song wearing nothing but a fig leaf. Also with them is the comedic trio known as "Neptune" and one other comedian.

There are about three versions circulating the net; the first, our favorite is the original Music Video. Then there's the flash video that tries to make English-sense of the song, and finally the one wherein the group was flown in to America to guest in a talk show.

Everything Old is New Again

by Jason S. Inocencio

With Marvel's Ultimate line of comics, old-school heroes have been revamped from the ground up. These aren't your dad's superheroes.

Peter Parker married Mary-Jane Watson. The Phoenix replaced Jean Grey for a time, sacrificed herself to save the X-Men, and Jean eventually rejoined her teammates. Captain America was frozen in ice during World War II, but the Avengers defrosted him in the 1960s. These are facts that any knowledgeable comic book fan can mention at the drop of a hat.

Indeed, continuity in comics (***Marvel Comics*** in particular) has stayed pretty linear since **Stan Lee** and **Jack Kirby** exploded onto the comics scene in the early 60s.

Unfortunately, Marvel executives felt this same linear continuity was keeping potentially new readers from reading comics. The feeling was that these comics and characters had so much history, a new reader would get lost trying to absorb all the back-story and might get turned off from picking up a new issue. The solution Marvel Editor-In-Chief and artist extraordinaire **Joe Quesada** came up with has arguably been the most successful experiment in comics in the past decade: the Ultimate line.

The premise was simple: get established Marvel characters like Spider-Man, the X-Men, or the Avengers, but re-tell their story from the ground up. Quesada's directive to the writers and artists for these new books was to examine these characters' core, ask what made them cool in the first place, and adjust them for a 21st century market. He then hired writers like **Brian Michael Bendis** and **Mark Millar** to revamp these icons of the Marvel Universe.

Ultimate Spider-Man finds Peter Parker as a teenager once more. He's not yet married to Mary Jane, Gwen Stacy is still alive, and the spider that bit him comes from Norman Osborne's Oscorp. We get "ultimate" versions of Aunt May, the Green Goblin, and that toothy favorite, Venom. All the constraints of previous comic continuity are thrown out the window. The same can be said for ***Ultimate X-Men***. Colossus and Storm are now founding members, and everyone has gotten significantly younger than the grizzled veterans that we've gotten used to. Magneto is still advocating the superiority of mutants over humans, but Wolverine remains the baddest guy on the planet.

A prime example of the Ultimate line is Mil and artist **Bryan Hitch's** take on Marvel's premiere superhero team, the Avengers. Renamed "***The Ultimates***", they are a glitz team of media darlings gathered by Nick Fu Instead of the Caucasian, cigar-chomping, e patch-wearing Fury of old, we get a bald, **Samuel L. Jackson** look-a-like playing Fur The only thing Marvel Fury and Ultimate Fu share are the eye patch, the gruff manner, a the leadership of the U.S. government's S.H.I.E.L.D. program. Tony Stark is still Iro Man, but the billionaire who wears the high tech suit of armor dates real-life celebrities li **Shannon Elizabeth** and **Cameron Diaz** in l spare time. Hank Pym and Janet Van Dyne a still Giant-Man and The Wasp. Hank though takes anti-depressant drugs and has hidden violent tendencies. Jan is now Asian, but mo like a real insect as she lays eggs by the hundreds (!)

Thor is usually characterized as a Norse goo come to life. In The Ultimates however, he's more of an enigmatic religious leader with rig wing tendencies. Captain America was still frozen at the end of WWII, only to be discover 57 years later. With the arrogance and idealis of an American from 1942, this Cap doesn't take crap from anyone, even his own teammates.

One of the addicting things about The Ultimat is the combination of Millar's writing mixing with Hitch's amazingly detailed pencils. In wh has been described as a "widescreen-type" artistry, Hitch seems to be drawing straight from a movie screen in each powerful pane of the book. Even as Millar brings the reade from war-torn Iceland in 1942 to **George W Bush's** New York of the new millennium, yo are completely immersed in whatever milie Hitch drops the heroes in. His New York City in particular is very rich in detail, paying attention to the various buildings and the N skyline.

Uneasiness has been created with the arriva of the Ultimate X-Men, thus the governmen wants heroes who answer directly to them, and fight who they are told to fight. We're al introduced to new versions of the Black Wido Hawkeye, Quicksilver, and the Scarlet Witch These heroes won't just fight shape-shiftin aliens, the X-Men and Magneto, or a rampagi Hulk however. They're liable to punch each other's lights out over a simple insult, or jealou over how one of them looks at another's wi Each is quite flawed, has a definite edge, a obviously don't live in the black and white wo of icons past. Welcome to the Ultimate Univers hope you survive!

© Marvel Characters, Inc.

CC COM GRAFFITI

CC Com Fan Art Depot...

Welcome to another installment of CC Com Fan Art Gallery where we showcase an assortment of Filipino talents! As with every new batch of fanart we receive, we are continuously shocked by the quality of work and skill of our fans.

It just takes our breath away everytime. Keep sending them in folks!!! We find great inspiration each time you do! Plus there's no better way to show us your work than sending in fanart!

Don't be shy: Send your stuff! We're always ready to receive them, and post as many of them as our fan pages can accomodate.

JUST SEND YOUR WORKS TO:

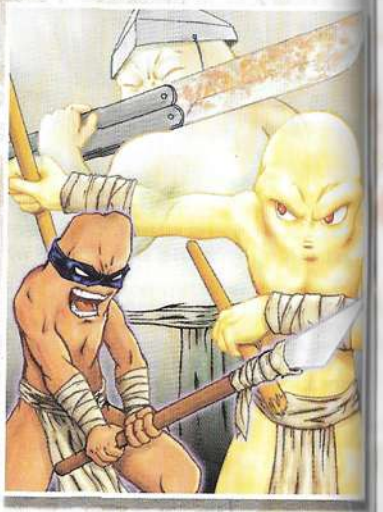
Culture Crash Comics,
67 Gen. Ordoñez St.
Marikina Heights,
Marikina City 1811

OR BY E-MAIL:

fanart@culturecrash.com

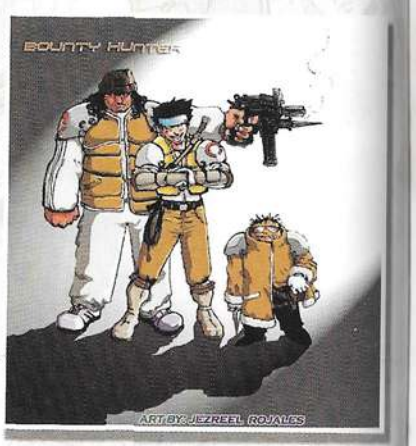
JUST REMEMBER:

Fanart must be no bigger than 8.5"x11". Those submitted by e-mail must be no bigger than 300kb. One attachment per e-mail. Zipped files are highly recommended

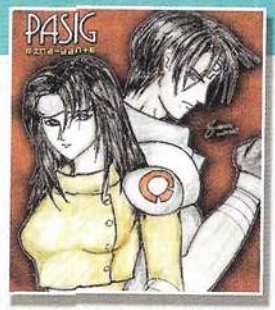


GERRY PERANDO

JOHN LAYOS



JEZREEL ROJALES
AARON JAMES MONCCOPA



ROMINA REYES

GLEN IAN BOHOL

MICHAEL SELUDO

REA PASCASIO

ALYAN VILLAROJO

BRIAN BATCHILLER

EDWARD SAN GABRIEL

YOMZ

"SIX-ONE" GALVE

MA. CORNELIA S. DAMASO

DYEANE ALONSAGAY

JHOMAR SORIANO

I am very sorry...

My sincerest apologies to Felipe Caballero who I misnamed last issue as Felix. I promise to look more carefully next time.

We've always believed in the talent in the Filipino artist. You prove us right each time you send us artwork. Say it proudly...

YES! DA FILIPINO KEN!!!

LEE BISCARRA

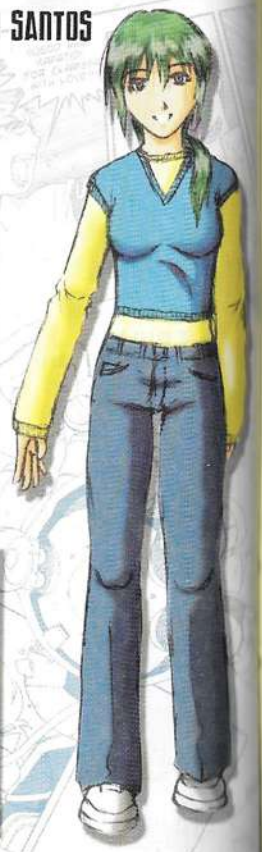
HUGE CORDOVA

JYUN SANTOS

LEO LEONARDO

EMMANUEL MENDIORO

D C GALVEZ



SEID BALBIDO

ANCIENT FRAMER

CHERRELLE ANN CONSULTA

BRIAN DELOS REYES

Send your artworks to the CCCom Office or at fanart@culturecrash.com

LETTERS to the staff

Write us at: feedback@culturecrash.com or at J.C. Palabay Ent., Inc./ Culture Crash Comics 67 Gen. Ordonez St. Marikina Heights Marikina City 1811

A pleasant day to all you CCCOM staff,

It took me quite a while to write this letter. I'm a very busy person you see. I'm an Engineer by profession and in a field of work which usually eats up most of my time leaving me only the slightest of room for even a little diversion.

I would like to thank you guys for making me believe again, for putting my faith back in the Filipino. The first time I saw your comics (issue 5.5- bought it in MEGAMALL :&), in its Manga size glossy stock format, I was thinking along this lines "Well now, would you look at that, another rip-off in the making". But boy you proved me WRONG… and for that; my hats off to you. I would not elaborate more on that matter, because the way I see it, there are others more to fill your ego.

What first impressed me was… bet you didn't guess it right…was the cover price. For a measly price of less than a hundred, you get yourself a good comic book, on a good quality paper full of quality art and cool plots. Don't get me wrong, but I'm a pure hobbyist at heart. I was there when "renegade" artists from Marvel Comicdom formed what was to become Image comics and revolutionized the way we look at super heroes, I was there during the NBA trading cards boom, I was there during the MAGIC:TCG days of 96-97, the Anime craze, the Tamiya Mini-4wd craze, the L5R, B-Tech, Netrunner& Middle Earth TCG`s, RC's. I wept with the supposed passing of Superman, the breaking of the Bat, the rise and fall of "Independent Comics"… and others I believe will be too long to mention. I've stopped being a prolific collector since, but it doesn't deter me from buying whatever catches my fancy. This only means that I wouldn't mind buying expensive merchandise as long as I'm sure I'm getting what I paid for, and rightfully so, what I paid for your comic was a definite bargain.

It didn't hit me at first because I was expecting carbon copy plots and imaginary locations the likes of Final Fantasy or Neo-Earth something, but PASIG!!?... Corny? Cheesy?...Nope! Yes I was expecting it to be corny, but instead found myself intrigued by it all. And that KUBORI KIKIAM!(my psyborit). Who would think of heroes or anti-heroes and villains to be this way? Truly a unique and interesting piece of comic book, a real labor of love.

I have acquired all succeeding copies since 5.5 and in the process of finding some of the past issues. Thus barring hail or snow in the Philippines; I will forever be your follower. Thanks for this great comic book, hope you keep it up…just don't get it over your head, like those foreign artists did. Were on the right track here. By the way, any chance your Website is now up? I've visited kuborikikiam.com and so far it's been great, but I want to see more of the other stuff, like Pasig, ODID, even Cats Trail and also those comic entries & art by the fans.

Anyway, I have to end it here, thanks, till the next letter then - not as long as this I assure you.

I'm keeping faith…
Welmer Ebuenga
via the Internet

It's always quite gratifying to hear an intelligent and hardcore point of view. Especially one so encouraging! We're glad that our aim, cause and hopes are not lost to our readers, we will continue our best not to disappoint you! Thanks again for the kind words Welmer!

Good day CCcom dudes,

I write you guys 'coz I want you all to know how feel about your comics (absolutely Great Comics!) The first issue I bought was issue 11 because of the free Ragnarok CD. But when I read the comics I said "Wow! Talaga bang hindi mga foreign artist ang mga creators nito?!" Kasi ay dating siya na puwedeng pag-international (standing straight, saluting you guys!) At simula noon, I began hunting for back issues. Wala akong makita, pero thank God I bought pa a copy of issue 10, your MONSTER ISSSUE! Grabe, as in sobrang ganda! And now katatapos ko lang basahin ang issue 12 and I can't wait pa sa next two months para magkaroon uli. Bakit naman kasi hindi na lang gawing monthly ang distribution (puwede po ba?).

I want to thank you guys sa "How We Draw". Hindi ko na kailangang bumili pa ng ibang books about drawing. It really helps me a lot improving may skills

Kailan nga pala magakaroon ng mga action figures ang mga CCcom characters? You've already made history in the Philippines since your first issue and I can't wait na magkaroon ng mga ibang CCcom collectibles. San magkaroon din kayo ng mga limited edition comics na may signature ng artis writer o ibang CCcom staff!! And I' m looking forward for the 2nd Comicbook and Anime Convention. Pupunta ko gusto ko kayong ma-meet ng personal mga dude.

God bless and more power! (pa autograph na rin ha!....)

Very inspired fan,
Ericson "ash" Lagm
Bulacan

We're glad you find our 'How We Draw' section useful. Action figures, hmm… We're focusing on print right now, but who knows? Maybe someday we'll be able to come up with merchandise — action figures, plushies, trading cards, stationery, wallscrolls, posters, pillow cutlery, toothbrushes… The possibilities are endless. Hey why don't y drop by the C3 Con? There might be few surprises you might like in store for you!

Hello po.

Matagal ko nang ninais ang sumulat sa inyo kaya lang tinatamad ako. Anyhow, hindi ko akalaing eto ang subject ng email ko sa inyo. I envisioned th this would be about praises and constructive criticism, pero now that you mentioned about raising your price.... *nag-dilate ang aking mga mata!*

Okay, exaggerated ako pero I still can't understand why P100 is a reasonable price to you people. I know you're expanding and stuff pero.... *iyak*... naghihirap na ako.. ano po bang target market nyo?! Ayoko rin masyado ang nagco-compare pero gagawin ko po (hehe sorry): bakit naman 100 eh, may bigger and thicker magazine na 85 lang. 85 lang!!! Huhuhu! Malaki siya pero 85 lang!!! Alam kong kumapal na ang Culture Crash but I don't see why the price will be possibly raised to THAT amount. Patawad sa aking reklamo. It may not seem big to others or you people but every centavo means life and death to me! At sana wag nyong sabihin na wag na lang ako bumili ng Culture Crash dahil ang sungit niyo naman kung ganoon (hehe). Sana nga hindi kayo pagod o bad mood habang binabasa nyo ito dahil I really want you to consider lahat ng naghihirap na tao, and consider not thinking about that raising the price thing. Please, DON'T raise the price of Culture Crash! *nakaluhod*

Salamat sa pagbasa ng aking reklamo.

P.S. Kung sasagutin niyo kung bakit kailangan niyong magtaas ng presyo, sana 'yung kaya pong intindihin na common people. What I mean is I hope there won't be too much technicalities or those graphs we study in economic Sana maipaliwanag niyo po ng simple (kung kakayanin ng simple). Salamat ulit.^-^

Clara
via the Internet

We are considering a price increase because we basically only make money on sales alone, other magazines make money thru ads alone, sales are not as important to a lot of glossy magazines out there. It's also an open secret that a lot the magazines out there don't print as many as they claim, so they make money from the ads without spendi as much as we do printing ours magazine.

Our priority is to our readers and the comic industry, not the advertisers. Ironically, advertisers would probably benefit more from our attitude, but as it is, confidence towards a comic-based publicati produced locally is not so good. Hopefully when that attitude chang it would give us the opportunity to serve you better. Also, we don't have the very deep pockets that some publishers have the benefit o

In fairness, we are selling pretty well, however, the collection/ distribution process in the Philippines is still way, way behind other countries and it frequently disturbs our cash flow.

Marami pang ibang dahilan, pressure mula sa aming distributors sa bagal ng proseso ng paniningil, pati na rin ang pagdadagdag nan ng mga tao.

Ang ibang magazine din na makapal na sinasabi mo ay karamihan hindi kasing bigat ng production cost namin. Nagsisimula kami sa wala, marami kaming artist at oras na ginugugol sa pag-gawa ng comics; ang iba, kinukuha lang ang meron na at konting dagdag na lang. Yung iba naman tinatranslate na lamang. Pero huwag kang magalala, gaya na rin nang sabi namin, magtataas lamang kami ng presyo kung wala na talaga kaming magagawa. Ang pinakamagandang ehemplo ko sa iyo na siguro dapat mo kaming ikumpara ay sa ibang mga locally produced comics na umaabot ng 85 pesos pataas, pero black and white lang, at di kasing kapal ng Culture Crash.

Hmm... medyo mahaba ang naging dahilan, pero sa totoo lang kasi, marami pa talagang dahilan na hindi na siguro magkakasya rito, pero sana iyong maintindihan na lahat naman ay ginagawa namin para di kami magtaas, kung magtaas man kami, maaring ito'y pansamantala lamang, o talagang wala na kaming magagawa, ngunit sana'y inyong maintindihan at manatili ang inyong suporta! Salamat!

Uhmm... Siguro isolated case lang ito, pero kailangan ko itong ilabas: Anong nangyari sa issue 12 ng ODID?! Bakit may touches ng Pasig sa episode na ito?! Ang dumi tuloy tingnan. Alam ko maganda yung medyo nagi-evolve ang every issue (sa style) pero bakit for the worse naman ang nangyari sa ODID. Cluttered yung look! Maganda na yung dati e. Di na sana binago pa.

Haaay... okey na ako...congrats sa issue na ito. Astig pa rin. All out support ang AU sa inyo!

Jay Gavarra
via the Internet

Chapter 12 of ODID was…for lack of a better expression, an 'artistic experiment'. We decided to try a different coloring style and see what effect that would give the story. Though the results of our experiment didn't sit well with you, we thank you for taking the time to tell us what you think. Hmm... any comments on guest artist, Ryan Orosco's work? Hopefully in the next few issues we'll have established a standard look and feel for all our stories.

Dear Culture Crash Staff;

Hello guys! Your mag is really great. Sad to say I am one of your many fans who didn't get the chance to start the story and really understand you guys. In short I didn't have your first and earlier issues. I only have issues 10-12, what a bummer…and so I visited some Culture Crash-related sites trying to find out your history and found out your earlier issues were in b/w, am I right? But what the heck, right?!? I still want to have it!

Oh and if haven't mentioned, this is my second time writing to you guys. When I first saw culture crash issue 10, I didn't know it was a comic book. Then I went to Manila with my brother at that time you published issue 11 with the very appealing front cover. I saw it and hurriedly went to the shop and bought one. Then…(dramatic pause) I read it all, everything from the front cover to copyrights, etc. My love for comics has never been the same afterwards. And so the journey began to collect all your issues, only to find out even the compilations were all gone. I'm still hoping that I'll get one or two even. Distributions here are very hard you know. Maybe next trip.

On your other issues: the Ragnarok Craze was awesome!!! And on your issue 11 great improvements: my little pink staff, 3 pages for the fan art, 2 for the letters; you lessened the articles but still managed to put in a comic like scene in Pol's house. Stone Blazers was really great. The background on ODID really suited the story. Your tutorials on Photoshop were really helpful: Jon's on speedlines and Palabay's on colors. Speaking of which: I installed Photoshop and whoa! The whole world suddenly made sense. I was never aware of the comic creation process. I mean I color my stuff with watercolors and color pencils. Then I wondered how do you do it?! I'm thinking of sending in a fan art or a fan feature later. Now I'm really big fan of Sir Taga-Ilog and Sir Taga-Kanal, your color combinations are really great. I also like Memer's art, it would be great if he could do a tutorial on clothing folds. I really like the way he does them. Found out also that color flats is a must. To the rest of the staff; I think your hard work definitely looks good on paper.

I really hope you don't increase the price of your mag really high. It changes the way we fans think of you. The hard work you've done really deserves it though. Consider raising it up to 100Php or even lower but not greater than 200Php.

Thanks!! Thank you for all!! Like giving light to my spectrum!

Uragon Kamo!
Your faithful and loyal servant,
the die-hard otaku Fred Borromeo

Thanks for the enormous praise Fred! By the way, as we've already stated, we'll do what we can to keep the price, and if we ever do raise the it, we'll try to make it temporary.

To CC...

Konnichiwa!!! My name is Melody and I am one of your fanatics. I really wanted to write to you ever since I started collecting CC. I have issues 6-11 right here. Nakakainis nga dahil hindi ko nasimulan. Sana noon ko pa nalaman...

I have just visited www.kuborikikiam.com and it is fantastic! Two thumbs up for Michael David! He has done such a great job!

Well anyway...gotta tell you that your HWD section in ish 8 has been a big help for my project. How??? We have a project about Small Scale Business. My business is a comic book, and your HWD became my guide. Do you know what was the reaction of my sensei after she checked it? *"Your business is so nice. Can you make one whole publication of it and we will try and sell it to our students."* Thanks for your help!!!

I'm still waiting for your next issues! Please don't tire of publishing every issue of CC with love! And please publish my letter! I want to have textmates...text me, please!!! 09169591028. More power to your manga!!!

Melody
Antipolo City

That's good news! We're happy you found our How We Draw section useful. Hmm... now we're getting pen-pal requests! By the way, did you know that Kubori Kikiam won the Best Weird & Humor site in the 6th Philippine Web Awards? Woohoo, their second win in a row! Libre naman diyan, Taga-Kanal!

Dear Culture Crash dudes,

I am writing this to you on the behalf of some of my pals. Last iss, you guys were talking about putting a new title in cccom and was asking for suggestions. Well my pals and I have come up with an idea. We like the post apocalyptic (animatrix, T3:rise of the machines) and super hero team(x men) genre. Well, we were thinking, how bout a

Team of misfits with unusual abilities battle out powerful humanoid robots that have been taken over by a computer made virus that has been reigning for ten decades? How's that? If you guys don't like it, it's ok.

Paolo Loanzon a.k.a. kar2nist
via the Internet

Thanks for sending us your idea! Do keep those suggestions coming; we'd love to know what our readers have in mind.

I just finished reading the first compilation (confiscated from a student) and this is what I have to say: Grabe! Hanep! Sobra! Galing! Sugoi! Magnifique! Awesome! Ano pa ba? Nahihirapan na 'kong maghanap ng salita na magsasabi na hanggang sa kadulu-duluhan ng universe ang paghanga ko sa galing niyo!

12 full issues, one ".5" issue that defied gravity, one compilation and one smashing success of a convention (at ang issue 10 ay may sponsors na, advertised pa sa TV!) Grabe, ang laki-laki 'nyo na. Parang kailan lang nag-aalala kayo kung may kakagat sa inihain niyo. Pero ngayon...feeling ko pinanood ko ang pag-usbong ng isang sensitibong halaman na inalagaan at pinagyaman ng mga masisigasig na tao hanggang sa ito'y tuluyang yumabong at naging matatag.

Isa ako sa mga unang bumili ng CCCom. Kumpleto ko lahat ng issues mula 1 hanggang 10 pati 5.5 pero balak ko pa rin na bumili nung compilation ng 1 to 3 para dun sa mga extras. Ganun ko kayo kamahal. Nag-umpisa ang pagkahumaling ko nung mag-uwi ang kapatid ko ng issue 1 na hiniram niya sa kaklase nya (yun ang talagang loyalty award winner, siya yata ang unang nagkaroon ng CCCom sa buong school nila). Love at first sight yun. Hindi lang sa mga indibidwal na tauhan (kahit minsan pinagpapantasyahan ko si Taga-ilog, si Dante, si Jed, si Polaris at si Sheriff Poppy...gusto ko si Sheriff Poppy kasi he's a man with a mission at gusto ko yun, lalaking may paninindigan, tulad nyo ;p) kundi, at lalong-lalo pa nga, sa pangkalahatang impak nito. Ibang klase talaga ang dating. HEBIGATS!

At ngayon teacher na nga ako...naisin ko man na magbasa din ng Culture Crash sa klase ko, di na pwede kasi model na nga daw ako (charing!). Pero patuloy ko pa rin kayong mamamahalin hanggang sa patuloy kayong naglalabas ng mga tinatangkilik kong obra!

Joan Tan
via the Internet

Maraming salamat! Lubos naming ikinagagalak ang iyong pagsubaybay. Ngunit mukhang hindi nga po maiging magbasa ng Culture Crash habang nagkaklase. Baka mahuli po kayo ng estudyante, Maam!

And that's a wrap folks! Hopefully you'll have read this before the C3 Con, be it a few days before it. Hey hope to see you there! Next issue is gonna be a blast! ODID, Pasig, Kubori and Cat's Trail are all gonna be action-packed! Watch out for it! See you in 60! Yattaaaaa!!!

GET PUBLISHED!!! GET PUBLISHED!!! GET PUBLISHED!!! GET PUBLISHED!!! GET PU

THIS ISSUE'S FAN FEATURE

It's not everyday that we get submissions like this in our inbox, so we were pleasantly surprised. The one thing about ***Team Matar*** that caught our attention was the distinct combination of western and manga-influenced artwork.

Congratulations to **Noel Divino**!

Are you just itching to get published yourself?

Requirements:

1. Submit a maximum of 8 pages (1, 2, 4 or 6 pages will also do).
2. Actual work must not exceed 8.5" x 11".
3. As of this writing, submissions through the Internet will not be honored.
4. Colored comics are favored over B/W comics.
5. Your story should be a oneshot, not a series or multi-chaptered.
6. Make sure your work is as clean as possible for printing clarity (especially for B/W works).
7. Make your text clear and readable. You can also print out the dialogue on a separate page and we'll key in the text for you.

If you are submitting your work in digital form (e.g. CD), we highly recommend the following:

1. Work on actual print size (6" x 8").
2. Maintain a resolution no lower than 300 dpi.
3. Submit in either TIFF or PSD format.

Again, please note: we **DO NOT ACCEPT ENTRIES VIA THE INTERNET**, so please don't e-mail them to us.

Published works will receive:
Php 500 per colored page
Php 200 per black and white

Conditions:

1.Creator/Artist will get copyright credits for his/her characters, except for Culture Crash characters that the Creator/Artist makes use of.
2. Culture Crash will retain copyright ownership of the work published.

PLEASE be advised that once we have received your work, we will maintain a "we'll call you, don't call us" policy. We believe that this is the best way for us to remain unbiased and fair in our decision. Thanks, and good luck!

SEND IN YOUR WORK NOW!!!

GET PUBLISHED!!! GET PUBLISHED!!! GET PUBLISHED!!! GET PUBLISHED!!! GET PU

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C3 CON

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